

SEGA  
AUGUST 1994

# SEGA

#8  
AUG '94  
£2.25

## M A G A Z I N E

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

**SUPER**  
**STREETFIGHTER II**  
THE FIRST REVIEW!

**MORTAL**  
**KOMBAT II**  
ANOTHER BLOODY  
SEQUEL!

**VIRTUA**  
**STAR WARS**  
SPEARHEADS THE  
HOME INVASION  
FULL MEGADRIVE-32  
LINE-UP REVEALED!



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SUPER STREETFIGHTER







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an absolute monster..."**







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## COVER STORY:

### SUPER STREETFIGHTER II

The game you've all been waiting for is HERE and we have the first review! Plus our free 16 page supplement gives you the low-down on the new characters, all the special moves and much, much more!

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ing your pennies now – every one of these titles looks awesome...

## ★ X-WING YOUR PANTS 54

The best arcade game ever? Virtua Star Wars is about to hit an arcade near you and it looks completely brilliant! Plus it's being developed for the Megadrive 32X too – which should make this four page showcase of utmost interest to most of you.

## ★ SHINE ON YOU CRAZY GOBLIN 58

Shining force was one of the most underrated games of last year, and one of the best RPGs ever. The sequel has just arrived in from Japan, and with it comes this rather stunning showcase!

## ★ BAMS AWAY! 62

Core design have always been renowned for their innovative titles, and their latest release Battlecorps could be their most original yet. We give it the full SEGA MAGAZINE treatment on page 62.

## ★ TURN ON, TUNE IN, DOWNLOAD 66

Ever fancied having a constant stream of new games at your fingertips? Impossible? In America, this dream is rapidly turning into reality, with the advent of the Sega Channel – and it could be coming to the UK soon.

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I S S U E

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CONTENTS



SEGA



# STREETFIGHTER AND KOMBAT GO ONE-ON-ONE



**W**elcome to another intriguing edition of **SEGA MAGAZINE**. As you can probably already see, this issue is rather on the

excellent side. For starters, there's our exclusive full review of one of this year's hottest titles – **Super Streetfighter 2**. In addition to this rather top scoop, we also have an in-depth six page preview of **Mortal Kombat 2**, the main rival to **Streetfighter** in the popu-

larity stakes. Both these games look amazing, but they're nothing compare to the might which is **Virtua Star Wars**, which sports some of the most incredible graphics yet seen. You can read all about the arcade game and the forthcoming **Megadrive 32** conversion in our **Showcase** elsewhere in the magazine. Plus there's a full review of the brilliant **Shining Force 2** and still more exclusive **Megadrive 32** news. Enjoy the issue – you really can't fail to.

**RICHARD LEADBETTER**

## RICKY



It's a been a month of jubilation for the rank and file of **SEGA MAG** since the prestigious **EMAP**

awards. Everyone was nominated for an award, staving off competition from such luminaries as **Your Trout**, **Big Car - Small Tackle** and **Meat Bucket of Rrok**. What a great night. Except for Rich though, thinking about it – he didn't get nominated for anything at all. Philosophical as ever, Richard shrugged off his humiliation. "If anyone ever mentions this to me ever again," he said "you're all sacked." Now there's a gentleman.

## SAM



Sam got all excited when she heard herself mentioned as the com-pere read out the

nominations for one award. Unfortunately, it was a reference to the popular consumer magazine "Which?" and not to our production editing mistress of the occult. Sam's hopes were dashed again at the announcement of a prize for "someone who made a great sacrifice for the success of their magazine". This was not awarded to Sam for the earlier ritual slaughter of her own family.

## RAD



Imagine Rad's joy as our consignment of **Sega Lock-On** guns arrived in the office.

The skiving possibilities afforded by these beauties is almost limitless. For starters there was the extensive – ahem – playtesting required to make sure the kits were up to scratch. Then there was all the practice required for our incredible gun challenge. Then there was the incident where the young chap hid in cover and wasn't seen for another three days.



## BLAZE PAISLEY – TRENDY EDITOR

Alright now, listen up! Welcome to the NBZ - No Bull Zone! This is where we tell it to you straight, where we give you the real lowdown on what's going down in the games scene. No hype. No bull. This is where we put on our bot kickers and kick some bot on the issues that affect YOU. This week, I'm going to be ranting about cartridge prices - are they too high or what? Well, we don't actually have to pay for our games, so I reckon not. But poor people might. But then they wouldn't be able to

afford a console in the first place, would

they? And another thing, there used to loads of good stuff on telly, like George & Mildred, but now it's all soaps and American cartoons. And they're trying to blame crime on games? YEAH - once again we take on the faceless big boys of the industry and show them the power! There's no stopping us! And don't forget if you've got an issue that's buggin' ya, give me a call. Go on. Please.

Anyway, that's enough from me, I'm going to go and grow a beard, Respect,

**Blaze.**

### TOMMY G



Tom hasn't had time for all this awards business this month thanks to the arrival of our sets of Sega Lock-On guns. His

already frail psyche, weakened still more by last month's comics overdose, has finally toppled over Fruitbat Falls. Tom is now dedicated to eradicating SEGA MAG evil doers, calling himself The Tominator and patrolling the office building with two Lock-On pistols and a badly-painted picture of Sonic looking angry on his chest. As a result, if anyone's going to skive off to the shop for five minutes or nick one of Rich's biscuits, they just take their Lock-On headset off. That knocks his little game.

### JEFF



With Lock-On fever hitting the office, and with Lock-On meaning guns, it was only a matter of time before Jeff got all excited. Which is where

things started to go wrong. The team were enjoying a pleasant game in the streets of Farringdon, with only Jeff remaining from his original side. Sensing danger, Jeff popped back to his car, grabbed his Spas 12 shotgun and fired repeatedly into the church in which the opposing team were sheltering. Mind you it wasn't so bad - with a vicar on hand and a graveyard out back it was the work of mere minutes to pile all the old grannies who hang around in churches into a mass grave.

### THOMAS COX



With a distinct lack of Highbury-based action this month, Tom has had to find other ways of

amusing himself. Indeed, it's very lucky the Sega guns came in when they did, as Tom's limited social skills (confined to sporadic shouts of "Gooners!") would otherwise surely have put a dampener on his attempts at human interaction. However, once we managed to explain to him that you don't need eleven people on each side and you are allowed to use your hands to fire the guns he had a great time.

## CREDITS

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# It's time to



○ NAVVIE ○



○ THUG ○



○ GENTLEMAN ○

take apart monsters



take apart deadly hordes



# To take apart

## THE CHAOS ENGINE

FOR THE SUPER NES



# take a part



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○ SCIENTIST ○



○ MERCENARY ○



take apart ghouls



take apart armour-plated  
fighting machines

# The Chaos Engine

AND THE MEGADRIVE

**MICROPROSE**







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# MEGADRIVE

## YET ANOTHER WORLD EXCLUSIVE!

**Sega** stunned the world at the recent Chicago CES show by revealing the forthcoming Megadrive 32X peripheral in all of its glory! Well, sort of. A development machine was on display deep within the bowels of the exhibition centre, but the prototype was nowhere near complete, with only one of the two RISC SH2 processors working. The titles shown were Virtua Racing Deluxe, Star Wars Arcade (spoken of elsewhere in this issue) and an original title, Metal Head, inspired by the Battletech RPG. We obtained the following incredible pictures.

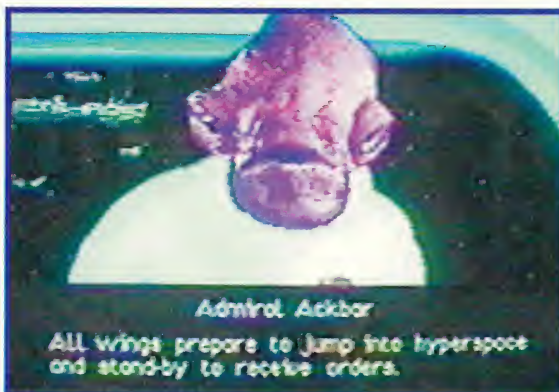


### GOLF'S GREAT 36 HOLES

Later on in the news, Julian Rignall tells us how exciting this MD32X title is shaping up to be. Here's the first picture. Check out those graphics - amazing eh?

### STAR WARS ARCADE

This is being coded by Sega of America and is looking pretty darned ace. Smart Star Wars action is coupled with graphics reminiscent of X-Wing on the PC. These preliminary shots are very early - the game's only about 20% complete and there's loads more to do. Indeed, most of the development so far was done on a 50% finished kit, so the graphics should be far more complex than those seen here.



### SHADOW OF ATLANTIS

Little is known about this one. It's not one of the initial launch titles (see later in this issue for a full list of these), but as you can see, the graphics are totally cosmic! One suspects that these are taken from a MD32X enhanced CD title, but we'll chase chase this one up in time for next month's issue and spill the full beans.

**SEGA**



# ME 32x



## VIRTUA RACING DELUXE

Again, this is extremely early work in progress material. Basically, the SVP game has been ported over to MD32X and original coders AM2 are now in the process of adding thousands more polygons to the game. Just like Metal Head, this game is using only a fraction of the MD32X's power and is being expanded upon as we speak with loads more detail to add (the demo was running on as severely limited and underpowered development kit).



## DOOM

Id software, the creators of Doom, should now have a development kit so they can get to work converting this mammoth 3D epic. This isn't an actual Megadrive 32X shot, but we're reliably informed that the final version will look very similar to this.

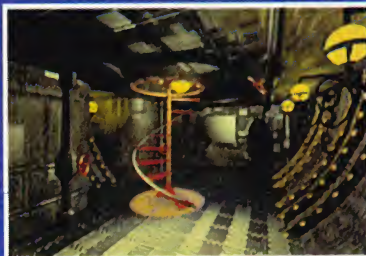
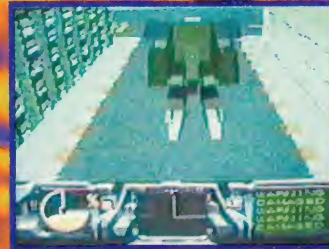
## VHS QUALITY FULL-MOTION VIDEO?



**You** bet your buttons. VHS quality TruQuality games seem to be no problem for the Megadrive 32. Check out these pictures of a CinePak demo running from a MD32 enhanced Mega-CD. It's a computer generated Ecco the Dolphin demo compressed with CinePak techniques as seen in the likes of Dracula Unleashed and TomCat Alley.

## METAL HEAD

Not a game about Tom Cox and his warriors of Rrok, but a giant battlemech title. Guide your huge robot around a texture mapped city destroying things. Again, this is very early work in progress gear, but this has much potential. It's being coded by Sega of Japan, if you're interested.



## NEXT MONTH...

Just what did Sega show of the Megadrive 32X at the CES show? You'll find the full story in SEGA MAGAZINE with loads (and by that we do mean loads) of EXCLUSIVE pictures. Can't really say fairer than that can we?

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# ARIBA! Ariba!



**Joining** the hordes of other cartoon characters to be converted into games is Speedy Gonzales, who will appear in his own Game Gear title this Autumn. This platform adventure sees the cheeky rodent attempting to foil the plans of the evil Dr Cheesefinger (AKA Sylvester) who is intent on both stealing all the cheese in the town and tapping off with Speedy's girlfriend, Carmel. The title will see many guest appearances from other Warner Brother Stars such as Daffy Duck and Bugs Bunny and with any luck should be one of the most action-packed handheld titles this year. More soon.

## NEW SONIC GAME EXCLUSIVELY REVEALED!



**As** we revealed in our Q+A section last month, there is another Sonic game lined up for release this October... but it's not Sonic 4! The title of the mystery game is Sonic Versus Knuckles... but we're not allowed to tell you any more until next month! What we will say is that this is one of the most innovative game ideas we've ever seen on the Megadrive - there is nothing quite like this available on any console any where! Mysterious eh? Well, wait until next month for more details and count on SEGA MAGAZINE to bring you the first preview and showcase review.

## IT'S TAZ-TASTIC!

**Taz-Mania** will return to the Megadrive and Game Gear this Autumn along with a star studded Looney tunes cast, in Taz - Escape from Mars. As in the previous adventure, the title will revolve around a high speed platform romp, although this time Taz and Co. find themselves battling various netherworld beasts on a variety of different planets. The game will feature six levels, with a number of sub-levels, cartoon quality animation and an all-new range of moves for Taz himself. Currently scheduled for an Autumn release, these are the first screenshots of the game seen ANYWHERE. Looking good? Wait until you see the full preview, which should surface in the next issue of this very magazine!



▲ Quelle surprise for our marsupial pal from Australis.



▲ Taz returns for more spiky vegetation-related antics.



# GREED,



Sue  
14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



Steve  
17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

# CORRUPTION

# &



Carl  
11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

# THE MIDLAND LIVECASH DEAL



Joe  
15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

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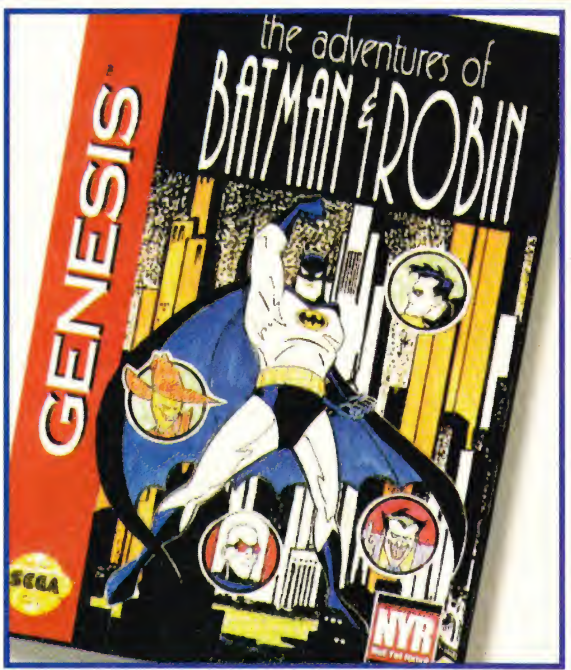
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## I FEEL LIKE BASEBALL TONIGHT



For one reason or another, UK software houses seem to think that us British like playing baseball. In fact around this time every year, we seem to receive a flurry of baseball games, all of which, to our untrained eyes, seem to look the same. Fortunately, Sony Electronic Publishing are hoping to produce a rather more exciting title, named ESPN Baseball Tonight. Produced in conjunction with American TV channel ESPN, the game will feature live commentary and footage from real baseball games, along with some very realistic player animation using digitised graphics. All the usual baseball options will also be included, along with a choice of 28 stadiums on the CD version. Due for release in August, the game will appear on both Megadrive and Mega-CD, although a price hasn't yet been confirmed. Incidentally, if you're a baseball fan, you should also keep an eye out for Accolade's Hardball '94, for the Megadrive. This traditional baseball sim is currently being put through playtesting procedures in Accolade's American headquarters, and is scheduled for an August release.



## DARK KNIGHT RETURNS (AGAIN)

Although Batman has never enjoyed much popularity on the Megadrive, his previous Mega-CD adventure, Batman Returns, was not only a great comic to game conversion, it was a top Mega-CD title too. With this in mind, it comes as little surprise to discover that Sega are currently programming a follow up, to be released at Christmas. The Adventures of Batman and Robin, will feature graphics from Batman: the animated series as well as fifteen minutes of previously unseen footage.

As in the original adventure, the action will focus around platform and driving action, although there will be a couple of other features too – among them will be a flying level where you'll be able to take to the skies in the Batwing.

## REX ON THE RAMPAGE

Jurassic Park may be over a year old now, but in October the hype is set to begin all over again. Why? The home video version is set to hit the shelves, and in addition, Sega are scheduled to release Jurassic Rampage, an extension to Last Summer's Megadrive title, Jurassic Park. This all-enhanced edition includes many new species of dinosaur, additions to existing levels and a couple of new levels too. Whether this will transform the title into a brilliant game is anyone's guess, but you should be able to see for yourself in October.



GET THIS...



LOW LIFE SCUM...





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## HEADY REACHES NEW HEIGHTS

If you're a regular reader, you'll have already encountered Dynamite Headdy on more than one occasion. However, as well as being released on the Megadrive, he will also appear on the Game Gear this Autumn. Although we've only just received the first screen shots, the graphics are already looking pretty good, and considering it's only a 4meg game, it compares to the Megadrive version rather well. It's as yet undisclosed how many levels the title will contain, or indeed the content of them, but from what we can tell, the storylines also appear to be very similar to those of the Megadrive version. Hopefully, this will result in one of the top Game Gear releases of the year – so be sure to get your hands on a copy just as soon as you can.



### 64 MEG BOARD!!!

Ever wondered just how they're going to fit Super Streetfighter's 40meg of memory into a normal cart? Well, take a look at this. Believe it or not, this is a 60meg board, the very board used to develop Super Streetfighter! It's so big, it almost lolls over the edge of the Megadrive! What we want to know though, is if this is a 60meg board, and Super Streetfighter is only 40meg, does this mean that Sega have even BIGGER games planned? Stay tuned for more details...

## SEGA MAG RECOMMENDS

The bit where we tell you about our favourite games from the last three months. If you're about to buy a new game – you won't go far wrong with one from this selection...



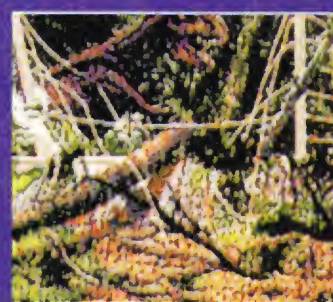
### VIRTUA RACING

Yup, we're still playing it! We completed all the tracks ages ago, and we've even finished it in mirror mode, but that hasn't stopped us from coming back to it again and again. This is definitely the best racing game to ever hit the Megadrive, with everything from the excellent graphics to the awesome speed reproduced from the arcade version. Okay, so it's not quite as polished, but this is about as good as it's ever going to get on the 16bit.



### PETE SAMPRAS TENNIS

Well, it's not the most exciting sport in the world, but Codemasters have definitely done the business, making this one of the most realistic tennis sims available. The controls are a sinch to get the hang of and with two extra joypad ports built in the cart, this is brilliant value for money. There's also a complete novelty tennis game hidden in there too, which is great fun!



### JURASSIC PARK

It's often said that Mega-CD owners get a raw deal as far as exciting new titles go, but this is one of the most dramatic games we've seen on the machine in a long time. Far better than the Megadrive version, this first-person perspective adventure puts you in the shoes of an expert paleontologist, where it's your job to lift at least one egg from each species of Dinosaurs, then transfer them to an incubator for transportation across the world. Both the graphics and sound are of top-notch quality, and so far, this is the best film-to-game conversion we've seen anywhere.





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## RIGNALL FRUITS

Hi there! Things are quiet - very, very quiet - on the American front at the moment, with the games industry keeping all their best stuff under close wraps ready to premiere at this year's Chicago CES show. I'm certainly looking forward to it: Sega will be demonstrating the 32X add-on for the very first time and will also be showing Saturn to select developers behind closed doors.

Nintendo will be showing off the first game based on their new Project Reality system (an arcade game developed by their new partners Williams called Killer Instinct, which, incidentally is the first ever Nintendo game with "Kill" in the title), Sony will have their Playstation (formerly known as the PSX) running a bunch of new games, some of which look absolutely stunning, Atari have a whole bunch of new stuff ready to roll on Jaguar and apparently there's some really decent 3DO games in the offing too (wonders never cease, eh?)!

Sounds like the show's going to be really exciting - but of all the gear I've talked about, the one I want to see the most is 32X! Why? Well, it's only just around the corner, looks dead nifty and is also extremely cheap! And it's got some brilliant games coming along for it too! Obviously Virtua Racing Deluxe is going to be a biggie, but the ones I'm gagging for are Doom (mega-violent PC conversion which has you running around a 3D environment shooting everything that moves, and everything that doesn't, just in case), Virtua Star Wars (the arcade game is an absolute stunner), Super Motocross (mega off-road motorcycling game with huge ramps to jump over) and Golf Magazine's 36 Greatest Holes (reported by those who've seen it to be technically stunning). Gimme, gimme, gimme!

Other than that, it's a veritable Marie Celeste on the software scene, with very little released in the last four weeks: Virtua Racing has finally arrived (costs about \$70.00, which is about forty five of our English quids) Streets of Rage 3, and a slew of football games cashing in on World Cup fever, but very little else.

Sports games are more popular out here than in the UK! When I saw this month's charts I couldn't believe it - NBA Jam, World Series Baseball, NBA Showdown and FIFA International Soccer occupy the top four slots respectively at the moment. I must say I'm really pleased to see a footy game riding high up there - baseball, basketball and American Football have nothing like the excitement of a really good soccer match, and it looks like Americans are just beginning to realise that! Next down the list is Star Trek: The Next Generation ("All Good Things...", the last ever episode was shown a few weeks ago and it was absolutely mindbogglingly brilliant), followed by PGA European Tour, Ms PacMan (six months in the top ten - there's no accounting for taste, eh?), NBA Action (yes, more NBA-related basketball thrills), Sonic 3 (just hanging in there after only three months on release) and NHL Hockey '94.

On the upcoming software front, the two most anticipated games at the moment are (no prizes for guessing) Super Streetfighter II (although it lacks the new moves of the latest version of the arcade game - hopefully they'll be in there in the form of a cheat. After all, with 40-Megs of action I'd ruddy well expect them to be) and Mortal Kombat II (which apparently is now taking more money in the arcades than SSFII: Turbo). It'll certainly be a battle royale this fall to see which one sells the most! Other than that, there's very little to get excited about - however, next month I hope to have tons of news, so just hang in there!

And finally, the big rumour of the month, that's currently running through the US games industry like wildfire, started in top financial US newspapers, and claims that the two huge videogame giants Electronic Arts and Acclaim are about to merge! Whether or not this is true remains to be seen, but if this does happen, it would make for one awesome mega-company. I'll keep my ear to the ground for further developments - keep tuned for more news.

See ya later,  
Jaz

## SONIC IN TRIPLE TROUBLE

Finished Sonic Chaos and bored with your current Game Gear collection? Don't worry, because in Autumn, Sega are all set to release Sonic the Hedgehog, Triple Trouble. At the moment, the title looks very similar to Sonic Chaos, but instead of Sonic and Tails merely battling against Robotnik, this time they have to contend with Knuckles and a weasel bounty Hunter named Nack as well. Although this is shaping up to be the usual platforms 'R' us bonanza, there are a couple of original features to be discovered, the most exciting one being a special 3D flying stage (although how this is going to be achieved on the Game Gear is anyone's guess). Sonic will also come equipped with his very own snow/surfboard (by using a cheat printed in last month's Tips section, you can also make him do this in Sonic 3), which should ensure some super-fast levels. Look out for the finished version in early October.

## DO I NOT LIKE THAT NO.2

### 3D GLASSES

What a great idea! Play games in 3D! A bit like Virtual Reality, only not! Yes, shaped like a 'fashionable' pair of three acre sized shades, these liquid crystal specs allowed you to view two - yes two - whole games in 3D. One of which was an alright Light Phaser title where you had to shoot missiles, and the other was a pointless conversion of ancient arcade shoot 'em up Zaxxon, which benefited not at all from having some of the foreground stick out a bit and wobble. The best thing about the 3D specs was that there was always some snobby kid who bought them as soon as they came out, expecting another 'revolution in gaming', and everyone could laugh at them three months down the road when the games and goggles were discontinued.

## SONIC ADVENTURE BOOKS

Sonic - he's a lovable character, isn't he? And hey, we all love his exciting adventures and thrilling escapades as featured in the games Sonic 1-3, don't we? With all this in mind, a publisher who shall remain nameless approached Sega with the idea of interactive Sonic 'Choose Your Own Adventure'-style books. Sadly, they forgot that all Sonic can do is run left or right and jump. This, of course, doesn't exactly make for the most breathtaking literary entertainment, being as it should be possible to complete every book by constantly running right, then remembering to jump when you're confronted by a Badnik.



## SONIC SNACK ATTACK



Looking for some cool snacks to munch whilst playing Sonic 3? Well, next time you visit your local sweet emporium, why not try out a packet of bite-sized Sonic biccies. Not only are these toffee flavoured treats pretty damn delicious, they

also contain essential Sonic facts that every self-respecting gamer should make their business to know. Bargain!

## CAMMY ROLE FOR KYLIE

Remember a few issues ago we announced that Jean Claude Van Damme will star as Guile in the new Streetfighter movie? Well, this month we can reveal that Kylie Minogue will take the role of Cammy! She may sound like a bit of a strange choice (what with being a terrible actor and having no combat skills whatsoever) and she's not English, but she is skinny, squeaky and small. And besides, judging from her recent chart successes (or lack of them) she definitely needs the work.



## SONIC 3 HELP

If you're still stuck on Sonic 3, even after consulting our rather brilliant tips guide in Issue 6, you really are a bit of a sad type. However, all is not lost, because help is at hand in the form of a new book called *The Official Sonic 3 Guide*. The book contains maps for every single level in the game as well as tips for gaining all the chaos emeralds, cheats, ways to beat the level bosses and hints on how to boost your high score. It's a bit pricey at £7.99, but it's well put together, and let's face it, if you haven't already completed the game, it will probably be something of an essential buy.

# COMING SOON

## MEGA DRIVE

### JULY

STREETS OF RAGE 3  
THE INCREDIBLE HULK  
MARKO'S MAGIC  
FOOTBALL

THE JUNGLE BOOK  
BODYCOUNT  
CHAOS ENGINE

### AUGUST

EA TENNIS  
SHINING FORCE 2  
ITCHY AND SCRATCHY  
TAZ-MANIA 2

### SEPTEMBER

SUPER STREETFIGHTER 2  
MORTAL KOMBAT II  
MAXIMUM CARNAGE  
SPEED RACER

All these releases were correct at time of going to press, but it's highly probable that some of the release dates will be changed by the time the mag is on the shelves. So don't phone us up and tell us we're wrong, it's not our fault, okay? You want to phone up those software people and have a go at them instead.

Anyway, if you need some more up-to-date information, why not give the Sega release line a call. They'll be able to tell you exactly when the game you're after is coming out, right down to the day of its release. The number to phone is (071) 244 2698, and take note, calls are only charged at standard rates, not like those extortionate 0898-£2.50-a-minute ones. If you can't get the line to work properly, it's probably because you don't have a touch tone telephone, so do check beforehand. Thankyou.

### JULY

FIFA SOCCER  
DRAGON'S LAIR  
SOULSTAR  
LINKS

### AUGUST

BATTLECORPS  
HEART OF THE ALIEN:  
ANOTHER WORLD 2  
AV88 HARRIER ASSAULT

## Master System

### JULY

BATLETOARDS: BATTLE  
MANIACS  
DROPZONE

PETE SAMPRAS  
TENNIS  
EXCELLENT DIZZY

### AUGUST

THE INCREDIBLE HULK  
GLOBAL GOLF

### SEPTEMBER

ITCHY AND SCRATCHY  
SONIC SPINBALL  
TAZ-MANIA 2

## GAME GEAR

### JULY

BATLETOARDS: BATTLE-  
MANIACS  
WIZARD PINBALL  
MARKO'S MAGIC  
FOOTBALL

THE INCREDIBLE  
HULK  
GLOBAL GOLF

### SEPTEMBER

MORTAL KOMBAT II  
EXCELLENT DIZZY  
TAZ-MANIA 2

### AUGUST

PETE SAMPRAS TENNIS

# STOP PRESS!

We've just received news from Sega that the Megadrive 32's name has just been changed to Megadrive 32X. Unfortunately, this means that most of our features this month contain the incorrect title, although Sega assure us that this is the very last time that the machine's name will be changed... Until next month that is.





24-MEG

BY:  
ACCLAIMRELEASE:  
AUG. '94

# MORTAL

**Mortal Kombat** has been the source of misery for countless reactionary anti-games campaigners. However, no-one has suffered more at the hands of Goro and his cohorts than unfortunate Brighton pensioner Mrs Myrtle Kombat. Indeed, if this poor woman could have foreseen the future it's doubtful she would ever have married her late husband, bus driver and keen angler Brian Kombat. Since the release of the famously plasma-splattered coin-op, Myrtle has been shunned by her friends and neighbours who see her as the cause for rising juvenile crime rates, and has also had to put up with the thousands of Mortal Kombat fans who make daily pilgrimages to her house, Dundercapitatin, which they see as a shrine. Indeed, the defenceless old woman has had to fend off three unscrupulous property developers and circus ringmasters who planned to buy her home from under her feet, lock her in the basement and charge fans of the popular beat 'em up to look around the place. However, things began to look up for Myrtle once she met and fell in love with local antiques shop owner Hector Tew. When the couple eventually married, Myrtle added her new husband's name and broke the titular spell, now being known to everyone as Myrtle Kombat-Tew. And now, just to screw her life up all over again, here comes Acclaim's sequel to their critically applauded conversion of the first game – **Mortal Kombat II**.

Mortal Kombat II has actually been doing the rounds for a while, especially in the States. In fact, if you go to a decent amusement centre you shouldn't be surprised to see version 3.1, with earlier versions missing certain features and containing some interesting bugs. The Megadrive conversion currently being programmed is based on the right-brand-new bang-up-to-date, definitely finished this time board, with everything included except the strange bug from the very first machine where Sub-Zero could perform his Death Moves in the middle of a match. The version we played at Acclaim's HQ was extremely close to completion, with only bug testing and some minor alterations to be made. For starters, the speed of the game has to be boosted by about twenty percent to account for the slower operating speed of UK Megadrives.

Still, whilst not yet complete, Mortal Kombat 2 looks pretty incredible. The graphics are as near as dammit identical to the coin-op, including the backgrounds, which feature an exceptional wealth of detail. Acclaim promise that everything from the coin-op has found its way over to the Megadrive cart, from the full complement of moves right down to the little "Toasty!" caricature which hails particularly heinous mistakes. We don't normally say things like this, but we'll let you into a secret – we're very excited about this game down here at SEGA MAG. If the completed game lives up to the promise of the current version it should be something really very special indeed.

## MEET THE

The original Mortal Kombat, whilst not exactly groundbreakingly original at the time, sparked a massive amount of interest in the arcades, partly because of the excellent digitised graphics and partly because of the now-infamous and well publicised Death Moves. When the development team set out to produce a sequel, their aim was to take all the best elements of the first game, throw in a bunch of new characters, loads of new moves and make the whole thing more fun to play. The game design was handled by the same team of artists and programmers as Mortal I to ensure that the sequel remained faithful to the original. The choice of characters has been upped to twelve, all of whom are introduced here.

## SUB-ZERO

One of the few survivors from the first title, Sub-Zero was just about everyone's favourite character, thanks at least in part to his spine-removing finishing blow (which is no longer in evidence, sadly). Sub-Zero is a Ninja-type with strange and inexplicable powers over freezing temperatures. This allows him to freeze opponents with bolts of ice, and even ice up to floor, causing foes to slip up and present themselves as easy targets.

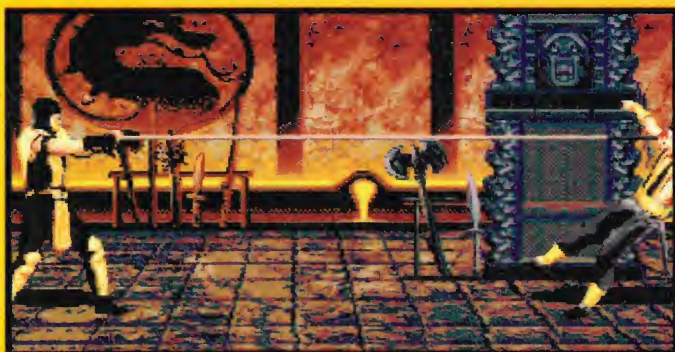


▲ Ahaha, Sub Zero, look at your skirt! You look like a big girl! Ha ha ha!



# KOMBAT 2

## GANG (THEN KILL THEM)



### SCORPION

Scorpion and Sub-Zero are linked by two twists of fate - one being a plot line concerning Scorpion (a zombie) having been killed by Sub-Zero, and the other being that they're both played by the same actor. In the same costume, for that matter. But his moves are very different, especially his ace Van Damme spear, with which he harpoons an enemy and drags them across the screen in order to punch them one right in the face.

### JOHNNY CAGE

Another refugee from the first game, Johnny Cage is a master of Shadow Kick Fu, or something like that. He's supposed to be a movie star (which is actually a bit of an ironic take on the fact Jean Claude Van Damme was supposed to appear in the first MK). Whilst Johnny is one of the less inspired characters, his moves do look pretty impressive, especially his all new Shadow Uppercut, which is rock hard to perform but yields rather smart results.



### LIU KANG

Liu Kang is a shao lin monk, although he's a bit of a hippy by their standards, having a small amount of hair as he does. However, he's rather useful at the old chop socky action, and his moves, not much changed from the first game, include a super-fast flying kick and the ability to cast fireballs from his hands. However, most people don't like to pick him because he looks a bit normal.



### RAIDEN

The last player character to be ported over from the first game, Raiden has something of an unfair advantage over his opponents, because he's actually a god. However, having at least a slight sense of fair play, Raiden has assumed mortal for the Mortal Kombat tournament. He has not, however, lost his powers of teleportation and casting lightning bolts from his fingertips. His flying headbutt is also a rather formidable move.



## REPTILE

If you know anything at all about Mortal Kombat, you'll no doubt be aware that Reptile was a hidden challenger played by the same actor in the same costume as Sub-Zero and Scorpion. Now, however, the chap is a fully-controllable player character with some ace magic powers. Reptile works best from a distance, where he can cast his slow-floating energy mines or spit acid at his opponent.



▲ Here we see Reptile, who looks not unlike Sub Zero. Or Scorpion.



## SHANG TSUNG

Shang Tsung is what you might call an ancient and immortal demon from the bowels of the Netherworld. In MK1 he manifested himself as a balding old git and killed people with his chronic halitosis and boring stories about the war. In this game, however, he is much younger, and is also able to morph himself into any character he wishes, utilising all their special moves, as well as his own!

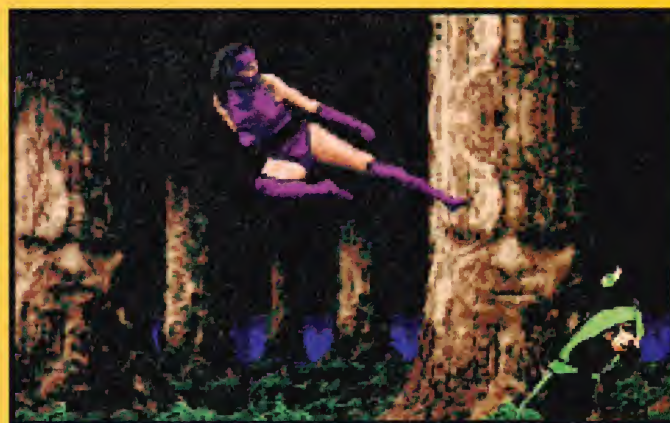


## BARAKA

Looking not unlike Rich when he's in a bad mood, Baraka is a mutant from Shang Tsung's home planet. Baraka's main strength is a pair of retractable blades which spring from his forearms. These blades are used in Baraka's two most devastating special moves - one where he slings the blades right across the screen, and a second, much harder to time, where Baraka kneels on the floor and constantly hacks away at the hapless victim.

## MILEENA

Sort of like a female Scorpion, Mileena is played by the same actress as Kitana, in the same costume no less. However, her moves couldn't be more different. Mileena is a mistress of teleportation, with her signature move being a teleporting flying kick which is almost impossible to dodge. Mileena is also armed with a nasty pair of sai knives, which she is extremely adept in the throwing of.



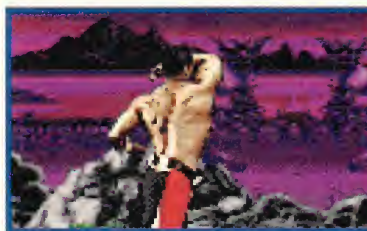
▲ Blimey! It's a bird!



▲ Baraka shows how to cut the top off a ketchup bottle with poor



▲ "And then he spilt ketchup all over my trousers - look. Oops!"



▲ Mmm, this new deodorant sure does keep my pits sweet.

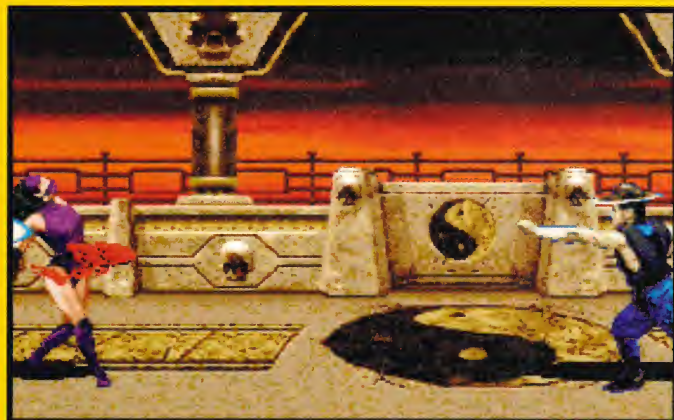


▲ Jax misinterprets the phrase "hit the floor" at his local nightclub.



## KUNG LAO

First of the new characters is this Clint Eastwood lookalike. Kung Lao possesses a deadly hat, which he can throw at his foes, steering the flight path in mid-air for perfect aim. Kung's also able to spin himself around at great speeds, whirling his doomful chapeau into the face of whomsoever stands in his way. Ahahahaha! Kung Lao is also tops for Death Moves if you're the kind of jaded ghoul who goes in for that sort of thing.



▲ Look mum, I don't want strawberry jelly, I want green lime flavour, so there.



## JAX

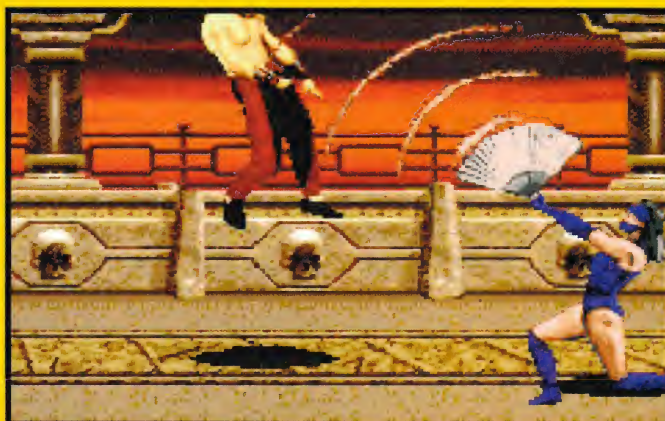
Jax is probably the hardest bloke who has ever lived in the history of the world. He's not exactly known for his speed or jumping ability, but for raw strength Jax knocks all the other competitors into a cocked decapitated skull. Jax's special moves includes a balance-destroying Earthquake Punch, a spine destroying Pile Driver and an energy blast. For violence content though, it's hard to top his choke-hold followed by a repeated face punching.



▲ Ha ha! Whiff that! I just trumped!



▲ Dr Sam Beckett materialises in Mortal Kombat world.

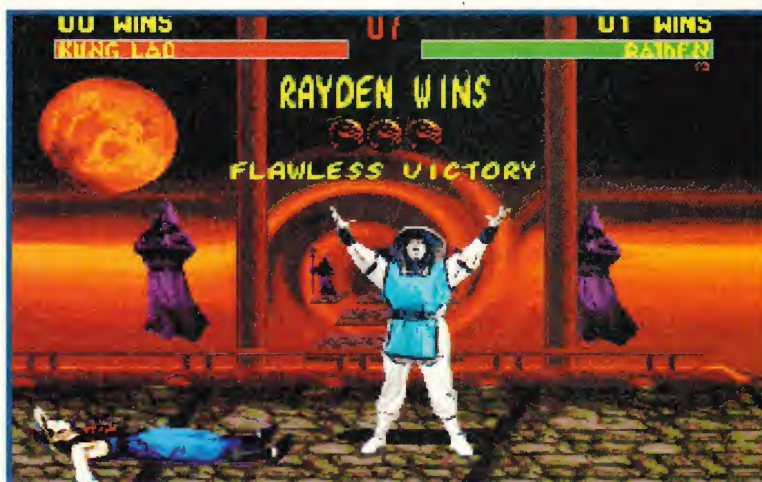


## KITANA

Sad games pervs may be mortified to hear that Sonya from the first Mortal Kombat has been axed from this game, appearing only briefly in the background of one level, chained to some poles. However, there's an all-new chick fighter in the lovely form of Kitana, armed with a deadly Ninja steel fan. This instrument is exceedingly useful for mega-combos as well as improving air circulation.



▲ This, the Mountain o' Warriors, shows where you're up to in the Mortal Kombat tournament. Hey - this in an informative caption! Incredible!



▲ Regretsaaah, I've had a fewaaaah, but h'then againaaah...



# BUT WHAT ABOUT THE DEATH?

Everyone knows about Mortal Kombat's Fatality moves, but Mortal Kombat 2 takes the concept a bit further. As well as all the usual death-inducing finishing moves, the developers have introduced two new concepts – Babalities and Friendships, which are actually harder to perform. If you want to perform either of these, you're not allowed to use any punches (or special moves using a punch button) in the last round of the contest. It's well worth searching these out though, as they're particularly hilarious. With Babalities, the losing player is transformed into a hapless newborn, complete with miniature rendition of their costume (Baraka's is especially good). Friendlies are even better, with each victorious player doing something nice for the vanquished character. Liu Kang does a little disco dance, Johnny Cage autographs a portrait of himself, Kung Lao pulls a rabbit out of his hat and so on. We'd really like to see the tabloids having a moan about these.



▲ Mortal Kombat has a bit of a bad reputation for gore and that.



▲ And despite what these shots may suggest...



▲ That's more like it - they're all pals again.



▲ But look - they're all friends really.



▲ ...there isn't THAT much death.



▲ Aah! Look at baby Baraka! Isn't that sweet?



▲ Look - we've already found one of the secret characters! Aren't we big and clever?

## HEE HEE, CHASE ME!

The first Mortal Kombat featured a hidden character, which was a first for games of this type. Mortal 2, of course, has to outdo its predecessor, and has THREE – count 'em – yes, three koncealed komatants. These go under the names of Jade, Smoke and Noob Saibot (the surnames of the two senior developers of MK2 reversed). By the power of Greyskull, these chaps have all been transferred over to the Megadrive version – although they're none too easy to find.

SEGA



PREVIEW

MEMBER  
PREVIEW

8-MEG

BY:  
ACCLAIMRELEASE:  
AUGUST  
'94

# KOMBAT 'n' KARRY



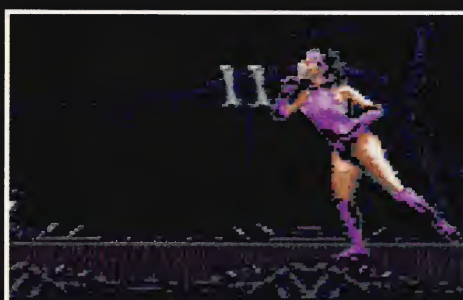
▲ No don't fight, let's just talk about it - I'm sure we can come to some sort of an arrangement without resorting to the use of force.



▲ Oh alright then, have a scrap.



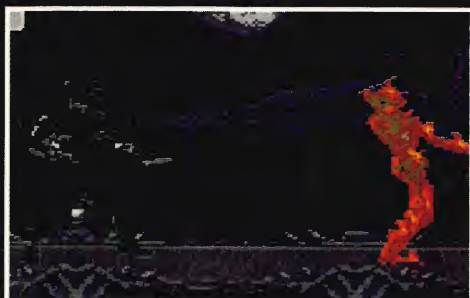
▲ It's Scorpion's biggest fan. Ha. Ha. Ha.



▲ Mileena likes a nice big bone.



▲ Ooh, look everyone - it's PacMan!



▲ Don't try this at home, kids.



▲ Or this.



▲ But you can try this if you like.

**It's** not just Megadrive owners who have reason to feel all smug and look forward to launch day. Probe (for it is they), who were also responsible for the conversion of the first coin-op, are also finishing off a Game Gear version of MK2. Due to memory restrictions, the number of characters on offer has been cut down to the eight most popular ones. Scorpion, Liu Kang, Mileena, Reptile, Shang Tsung, Kitana, Sub-Zero and Jax are all present and correct in their entirety, with a full complement of special moves. Indeed, all the Babalities and Friendships have been kept in too, along with the three secret special characters! The graphics are already shaping up nicely. The blown-up screenshots may not look too special, but when you see the sprites moving on the Game Gear's LCD screen they look very impressive. In fact, the original coin-op title sequence, showing lightning flashing over a black Mortal Kombat logo, has found its way onto the Game Gear already, yet it's not known whether this will feature on the Megadrive version! There's also a Gear-to-Gear link option so you and a friend can practice killing each other, thus extending the longevity of the title by miles. This is definitely one to look out for - start saving now.



## PREVIEW

MEGA  
PREVIEW

8-MEG

BY:  
KONAMIRELEASE:  
NOV '94

It may be hot and sunny now, but it won't be long before summer draws to a close and autumn rolls in. For some of you this means returning to school, for others it's a time to collect nuts in preparation for the winter hibernation. Whatever, it's an exciting time for gamers, because this is when software houses start warming up their games ready for Christmas. Konami are no exception, with a host of hot titles in the works. So, join us as we preview an awesome foursome of forthcoming Konami treats.



KONAMI

## THAT WAS ME... SPARKSTER!

Perhaps the most marked difference between Sparkster and the original Rocket Knight game is Sparkster himself. Gone is the fat rodent in clunky, cumbersome armour, replaced for a leaner, meaner opossum in a much more flexible outfit. However, it's not just the outfit that's changed, he has a whole new range of moves too. Sparkster's rocket-pack now charges up automatically and as a result, he can fly in short bursts, even changing direction, without having to touch the ground. Plus, when fully charged-up Sparkster can perform a corkscrew attack, vital for overcoming certain obstacles throughout the game.

## THE OLD ROCKET KNIGHT



▲ The old Sparkster sword-attack!



▲ Fat spinning opossum!



▲ Cutting through the air like a whisk!

## SPARKING UP!

Fans of the original Rocket Knight Adventures may find the opening action in Sparkster somewhat familiar as our rodent hero clammers into his Sparkrobo to take on the Black Knight, Power Rangers-style.

## THE ALL-NEW SPARKSTER!



▲ New and improved, with flaming blade!



▲ Lean, mean tumbling machine!



▲ He leaps, he soars!



1 Sparkster, spying his trusty blade, leaps from the cockpit.



2 But it's too late, the Black Knight has arrived.



3 Hand-to-hand combat time! Sparkster can block, punch and even uppercut!



4 The cur has won! Never mind, the game is just beginning...





# SPARKSTER

With platform games a dime a dozen, you've got to produce something extra special to catch the public's attention, and that's exactly what Konami did last year with **Rocket Knight Adventures**. Featuring extremely stylish visuals and highly inventive gameplay, it proved that there was life after and possibly above Sonic, with a character that was just as appealing.



If you're not in the know, Sparkster is the name of the opossum in question, leader of the elite Rocket knights. Having defeated the evil Black Knight, destroyed the dreaded Pig Star and restored peace to his home world of Elhorn at the end of his first outing, it looked like Sparkster could settle down to live happily ever after. But no, the Black Knight has risen again and once more Elhorn has been plunged into war. What this means for us opossum-fans, is more rocket-powered fun and japes as Sparkster sets off to put wrongs to right. The sequel follows much in the same vein as the original *Rocket Knight*, combining platform-based action with more rigorous flying sections. However, this isn't just a rehash of the original game. There are a lot of marked differences in this sequel, most noticeably in the form of the snazzier new graphical look, but more effectively with the more versatile, speedier gameplay.

To supercede its predecessor, Sparkster is going to have to deliver quite a punch and, even at this early stage, it looks set to do exactly that. Look out for the full review in a forthcoming issue of SEGA MAGAZINE.

SEGA

## SEVEN SPARK SEVEN!

There are seven levels of action in *Sparkster*, ranging from a huge floating continent, to a high-speed robot battle and some splatterings of aerial combat. Here's a brief glimpse of the first two levels.



## THE RUINS

Starting off amongst the crumbling remnants of an ancient civilisation, Sparkster is soon using his tail to slide down vines attacking enemy-filled cable cars. The level ends with a trampoline battle against a giant lizard.



## THE PYRAMID

In a desert ravaged by typhoons and packed with giant sand snakes, the action soon goes underground as Sparkster faces lava geysers, sword-wielding dragons, bats and giant balls.





## PREVIEW

PREVIEW

8-MEG

BY:  
KONAMIRELEASE:  
NOV '94

## PROBO

Having achieved success on 'a certain other console we could mention', Konami are all set to bring their Probotector series to the Megadrive in the form of an all-new blaster thrillingly and originally entitled **Probotector**.

Anyone who's played Gunstar Heroes should have a fair idea about what Probotector holds in store for them, combining scrolling platform action with all the trimmings of a full-blown shoot 'em up.

Two players can join in the mayhem, selecting from a choice of four different characters – two armoured humans, a wolfman and a droid – as they race across the war-torn ruins of post-apocalypse Earth in attempt to bring peace to the planet – by blowing up everything they see!

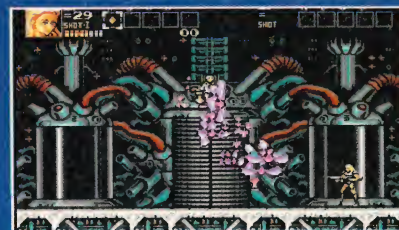
One thing Probotector promises is plenty of jaw-dropping bosses. Not just at the end of each level, but throughout, as our heroes battle huge robot spiders, giant mutants and massive spacecraft. Using the scaling and rotational techniques witnessed in Castlevania, we can expect these scenes to look pretty spectacular.

What's more, Probotector isn't just going to be your straightforward platform/shoot 'em up. No siree! The programmers intend on adding a number of features such as different routes through the game, with the development of each level and the structure of each stage changing according to the players' actions. There's even going to be different endings depending on what difficulty level the game is set on. Couple this with all the mega-blasting action and stunning graphics and Probotector is shaping up to be one heck of a blaster. Find out just how good it is when we review the game in a few months.

SEGA



▲ Watch the skies. Blow the aerial droids away!



▲ Inside this sinister laboratory, a snake-like monstrosity emerges.



▲ He's behind you! An evil robot sneaks up on our unsuspecting hero.



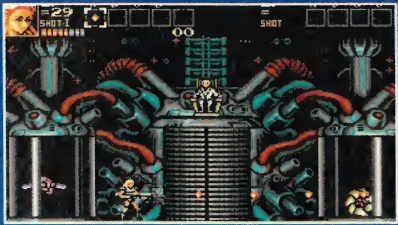
▲ Ignore that big head and take out the mechanical wasps.



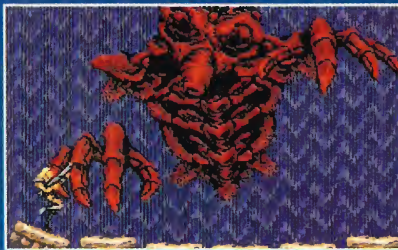
▲ The car's had it, mate, you've just got to face it. Face? Aargh, your head's gone!



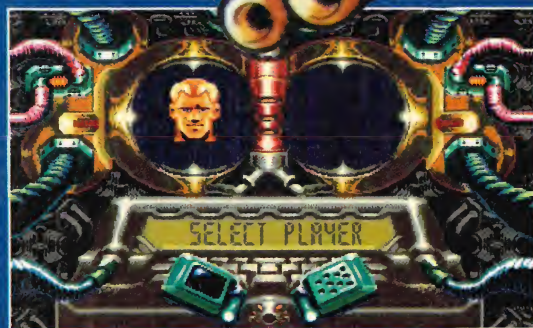
# RECTOR



▲ She'll never find me up here. Hehe.



▲ No, no, no, nooo. Aaargh!



▲ None can withstand the might of the garbage van.





## PREVIEW



8-MEG

BY:  
KONAMIRELEASE:  
DEC '94

Following the success of their Tiny Toons platformer, Konami have licensed yet another Warner Brothers cartoon for conversion to the Megadrive. This time it's Animaniacs, the wacky cartoon that brought a brief gust of fresh entertainment to the otherwise abysmal Saturday morning show, **What's Up Doc.**

The whole concept of the Animaniacs cartoon is somewhat strange. Following the antics of three generic cartoon characters, the show parodies cartoons themselves. That's right, each week these Mickey Mouse/ Goofy/ Felix the Cat look-a-likes go around commenting on falling anvils and fake holes as they try to get jobs on cartoons.

The game follows in a similar vein as our heroes and heroine go to the Warner Bros studio in Southern California in search of props from famous movies to display in their hip pop-culture shop. Wandering around the film sets, they have to avoid hazardous props and the dreaded warden, whilst making use of various set pieces to help them continue. This all adds a very strong puzzle element to the otherwise platform-based action. Capturing the look and feel of the cartoon with some gorgeous graphics and brilliantly humorous animation, Animaniacs promises more than just the usual platform fare we've come to expect. This is definitely a game to look out for and we'll keep you informed on its progress.

SEGA



▲ Look two small black beetles, I'll get them. No, those are beetles, yeeek!



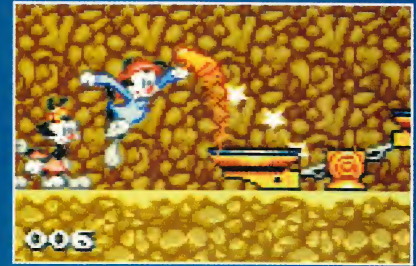
▲ The Warner studios are made of fairy cakes.





## THE WARNER BROS AND THE WARNER SISTER!

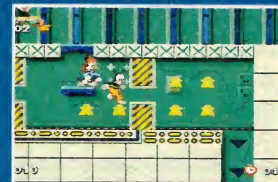
Unlike most platform games, Animaniacs gives you the unusual feature of controlling all three characters. You can take control of each one individually with the others following them around. However, this is more than just a cheap gimmick as each Animaniac has their own unique ability, vital for overcoming different hazards. The tall one can push and pull heavy objects around or hit people with his racquet-ball, younger Wakko can smash things with his huge hammer, whereas Warner Sister, Dot, blows kisses at various creatures, charming them to do her bidding.



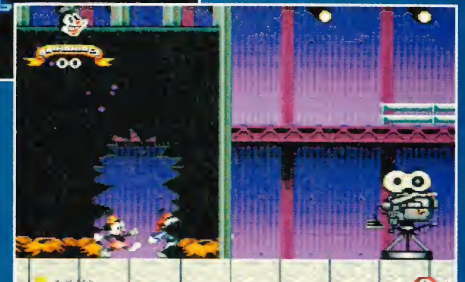
▲ Careful swinging that hammer. You'll do yourself a mischief.



▲ Those laser beams can slice right through a cartoon body.



▲ Space Wars huh? Not quite as good as the original. It's those silly horns.



▲ Hey watch the set, you cruddy puppets.

## AS SEEN ON TV

As the Animaniacs wander through the studio, each level takes on the theme of a different movie set with the prop they seek waiting at the end. What's more, some of these movies may seem strangely familiar. For instance, there's Dirk Rugged VII. Following the antics of an adventuring archaeologist, this set features waterfalls, giant rolling boulders, a mincart run and for some reason, robotic dinosaurs. Then there's Space Wars, a tale of Ike Skywriter's battles against the evil Dume Raydor. And who can forget that popular catchphrase – May the Fonz be with you!



▲ He's heading for that Rubik's cube. That's no Rubik's cube!



▲ Bash those conkers into the guard's private bits.



▲ Nah, forget about that one Wakko, she goes for anything. Cameramen, owls, dogs. She's not fussy.



▲ Grief, his head's come right off. You can see his throat pipes and everything.



PREVIEW

  
**KONAMI**


▲ Boom shakalak! He's heating up. Going downtown! He shoots, he scores. Etc... etc...

**They're tiny, they're toony, and their last advert was kind of puny! Yes, those lovable Tiny Toon characters are making their second appearance on the Megadrive after last year's critically acclaimed platform outing.**

Fans of the first title may be shocked and dismayed to learn that the new game - entitled Acme All-Stars - is not actually a platform game in any way, but a double sports package consisting of two popular team games - basketball and football. Yes, the Tiny Tooners seem to have patched up any differences they may previously have had and are now perfectly content to all play on the same court (or pitch). In fact, they're perfectly content to play on the same five pitches - for that is how many there are in the game. Each playing area carries a theme, and individual hazards corresponding to that theme. These range from rogue logs to speeding toy trains, and add somewhat to the variety of the matches as well as providing an element of unpredictability to each game. If you've got lots of friends, you'll find Acme All-Stars need not impinge on your social life either, supporting 4-player taps as it does. Thus it's possible to pit two teams of two players head-to-head should you wish to. This all sounds very impressive so far, and if you cast your eyes over the screenshots on this spread you'll no doubt be impressed by the effort that's once again gone into recreating the Tiny Tooners. However, if you fancy knowing how it plays, you'll have to wait for our forthcoming review. If you don't care how it plays, why don't you go and buy a second-hand copy of Altered Beast?



▲ One foot high and playing basketball. What a hero.



▲ Boneless rubber cartoon animals playing soccer?



▲ How do they stand up without spines?



▲ All their organs must spill into their legs.

SEGA



# GRAB



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PREVIEW

PREVIEW

24-MEG

BY:  
EARELEASE:  
NOV '94

# SHAQ FU

**With basketball games hitting the Megadrive faster than Rad hits the toilet after a vindaloo, it was with trepidation that our Sega Mag spies sailed over to Paris for a peek at EA's new Shaq-Fu game. What a shock then to be confronted with an new beat 'em up starring the legendary basketballer but without a slam dunk in sight.**

Electronic Arts originally planned to create a basketball game after clinching the licence on Shaq but since this 7ft giant is a well known martial arts freak, a successful singer and movie star they decided to go for something a bit different. Shaq loved the idea and they haven't looked back.

The story begins with Shaq touring Japan with his basketball team, when suddenly he is transported to a new dimension while reading an old Martial Arts book. In this weird and wonderful world, an evil Mummy is the top geezer but he's got his sights on taking over the real world for which he must secure a new body (his old one having run far past its money back guarantee date). You, as Shaq, are the only one who can prevent this unthinkable abomination so in Story Mode, take on, one by one, eleven unique fighters such as Voodoo girl who sticks pins into effigies of her opponents, Nezu a small but deadly chap and The Mummy who ties his victims in his deadly bandages and then moves in for the kill. Take on all servants of the Mummy, before the final conflict with bandage 'ed himself. In Tournament or Duel Mode, with a three or six-button joystick, play Shaq or any of the other fighters in a duel to the death.

There's a different background for each fighter and all the characters have their own special moves and techniques (each character has at least 60 moves each). Shaq's specials include a powerful fireball and a huge circular saw which whirls around his head and can be hurled at the enemy or used defensively.

Delphine used its famed Rotoscoping technique to produce the animation which entailed filming the characters in full costume to obtain a 3D effect then transferring the images onto the advanced Silicon Graphics computer. More than 7,000 designs have been drawn for the animations and Shaq has been filmed in hundreds of different stances with scores of different expressions under the direction of a Kung-Fu expert. The other warriors are played by a combination of Kung-Fu experts and movie stuntmen. Due out in November, Shaq will face fierce competition from the likes of Super Streetfighter and Mortal II but Delphine's project manager, Dany Boolauk reckons with their top class animation, concentration on realism, gameplay variety and lots of special features, Shaq-Fu will win hands down. So far they haven't gone over the top on the blood 'n' guts factor but Dany said there may be a "gore" option — accessed by a special code — if there's enough space on the cart. Sounds interesting and you can be sure we'll bring you a full update as soon as we get it.



▲ The man himself looking predictably hard.



▲ "Stand me up, would you? Ha! That'll teach you!"



▲ Hardly the fighting type really, are they.

SEGA





▲ Swimming pool antics aplenty here, folks.



▲ Oh dear. These sprites are a bit on the small side, don't you think?



▲ Ooh, now now Shaq, that's really no way for a top basketball star to behave, is it?

◀ What on earth's going on here?



▲ Looks just like Planet of the Apes really.



▲ This season's NBA newcomers. Good looking bunch, aren't they?



PREVIEW



16-MEG

BY:  
SHINY  
ENTERTAINMENTRELEASE:  
TBA

# EARTHWORM

**When it comes to Megadrive games, we've sure seen our share of bizarre heroes. There's been hedgehogs, bunnies, rocket-powered opossums, dolphins and even eggs. And now yet another new face is about to join the throng, except you can't tell which end of him is the face, unless you tickle him and see which end laughs. You see, he's an earthworm. And his name is Jim.**

Coming from Dave Perry, the man behind platformers such as Global Gladiators, Cool Spot and the Christmas smash-hit, Aladdin, Earthworm Jim is the first project of his new independent software company, Shiny Entertainment. So-called, supposedly, because their games are well-polished (groan!) and also because they're fans of REM, which makes them Shiny Happy people or something.

Anyway, with his new company in tow, Perry intends on breaking the frontiers of video gaming. Thus, Earthworm Jim is a platform game.

Naturally, an ordinary earthworm wouldn't make for a particularly interesting game, but then Jim is no ordinary earthworm. Encased in a human-sized robot suit, he has the strength of a hundred worms and is also armed with a large

ray-gun. Oh, and he has arms and legs to hold the gun too. So he's not much of a worm at all really.

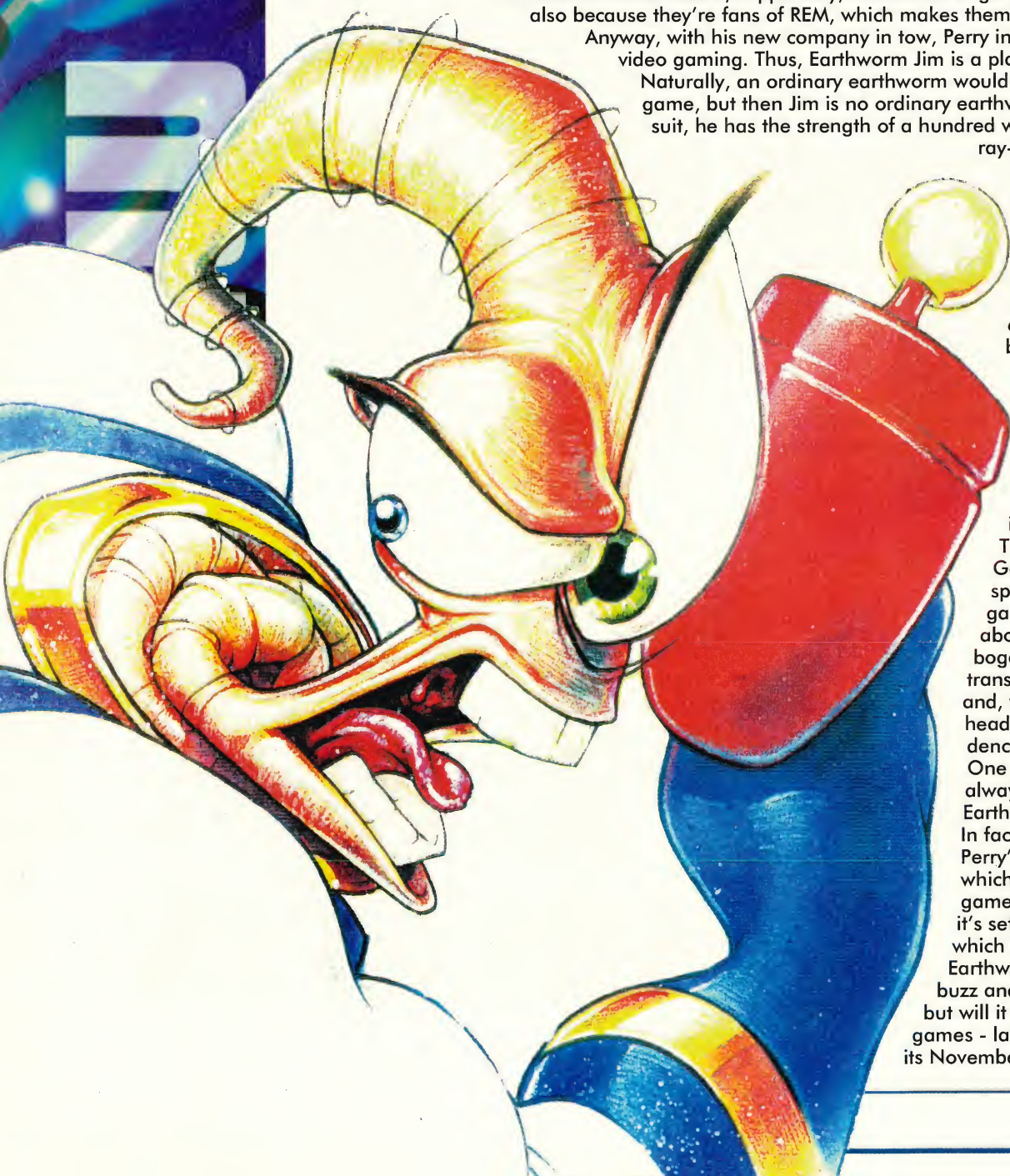
However, Jimbo hasn't cast aside his origins completely. In fact he uses his invertebrate body in a variety of spineless ways, employing it as a whip, a grappling hook and even spinning it around like rotor blades, lifting him into the air.

Battling against his arch-enemy, Psy-Crow (it's sort of symbolic of the perpetual struggle between worm and bird.), Jim must race through a whole host of mad-cap levels from a junkyard in the bowels of a spaceship, to a hell-like dimension amusingly called Heck. Ho ho.

The laughs don't stop there though, Golly no. Much time and effort has been spent creating the game's bizarre rogues gallery, resulting in such monstrous abominations as Major Mucus, a living bogey, Peter Puppy, a cute doggy who transforms into a werebeast when tickled and, worst of all, Professor Monkey-for-a-head, a professor with, by bizarre coincidence, a monkey for a head.

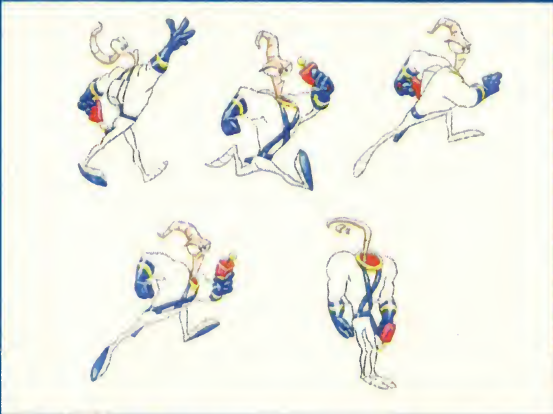
One trademark of Dave Perry's games has always been the stunning graphics and Earthworm Jim looks set to be no exception. In fact, this is the first game to employ Dave Perry's patent graphical process, Animation, which supposedly brings cartoons and games closer than ever before. In addition, it's set to feature some 3D scaling sections which the creators have labelled 'perfect'.

Earthworm Jim is already causing quite a buzz and looks like it could be one hot cookie, but will it suffer from the old trait of Dave Perry games - lack of depth? We'll reveal all closer to its November release.





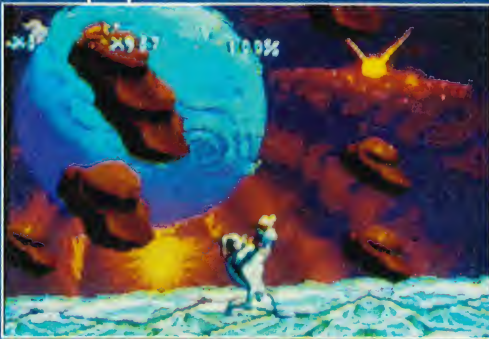
# WORM JIM



▲ Our spineless hero goes through the motions in these pre-production sketches



▲ Jim may be used to burrowing underground, but not this far – the subterranean world of Heck!



▲ Do worms need air to breathe? Guess not.



▲ That baddy looks kind of "tired". Parp!



▲ That fat bit worms have, that's their sexy bits.



▲ Fill 'em full of deworming tablets, Jim.



▲ That worm's got balls, And arms and legs.



▲ Some people eat worms you know.



▲ Sometimes it's for charity. Not always though.



▲ Rumour has it, they're an aphrodisiac.



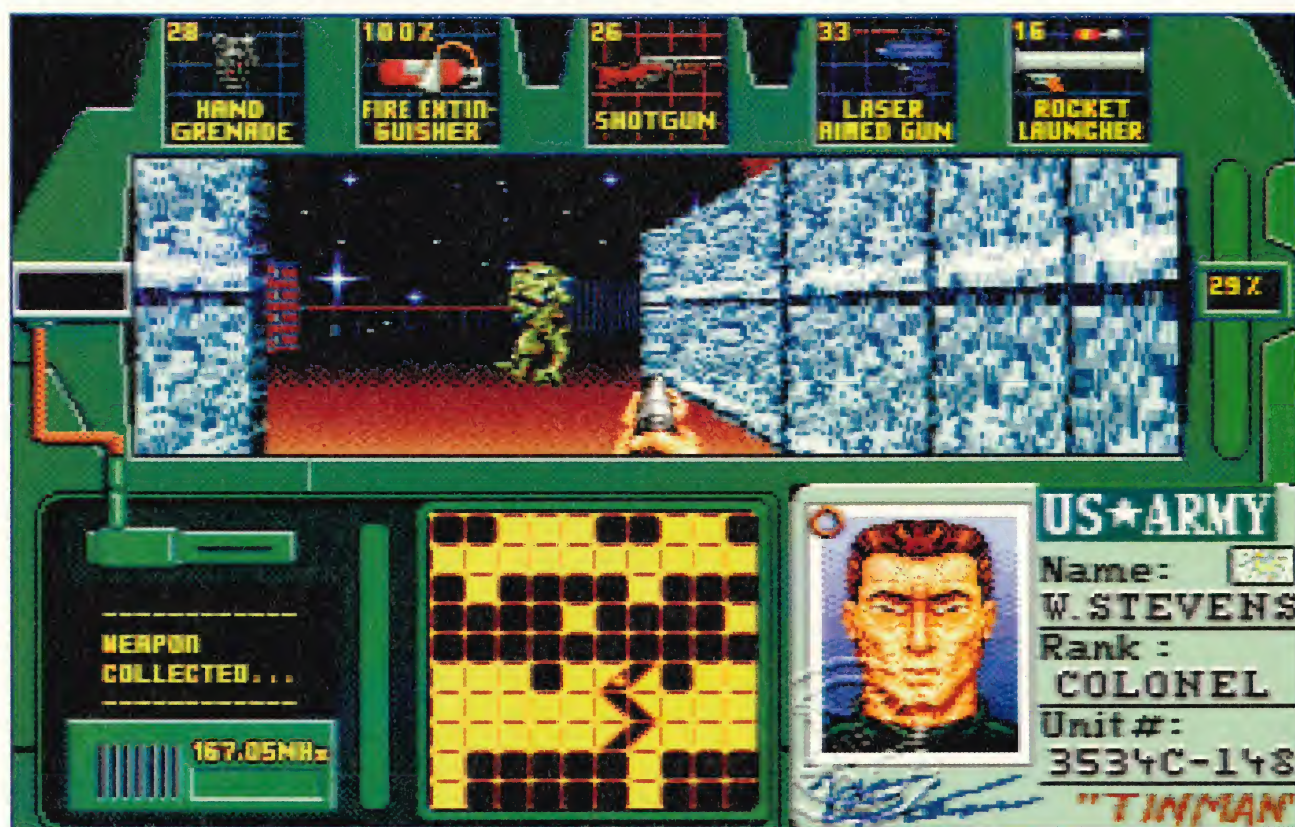
PREVIEW

PREVIEW

8-MEG

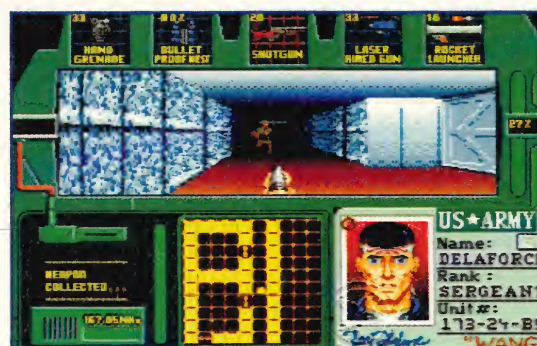
BY:  
ACCOLADERELEASE:  
TBA

# ZERO TOLERANCE



▲ Wow! Wait until the tabloids get a load of this!

▲ "Aieeee! Look... coming towards us! It's... it's... a monster! Aieeee again!"  
"No it's not, it's just Sam's forgotten to put her human skin on again."



▲ Don't shoot people from this distance - you don't get to see any blood. Wait until they're up close for maximum splatter.



**Grrrr – what a hard sounding name. Zero Tolerance. That sounds like a game that doesn't take no lip from no-one – you hear me? Zero Tolerance, that's the kind of game that'd walk up to you in the street and call you a ponce in front of your girlfriend – and you'd better not have anything to say about it, buster, unless you want a fat lip. Of course, with a name like – raaargh – Zero Tolerance, you wouldn't expect this cart to be a puzzle game, or a cutesy platformer featuring a doe-eyed cartoon bunny rabbit. No, Zero Tolerance is a proper violence fest, guaranteed to wind up the moral minority and cause a stir in the papers. It's got everything you want from a game. Guns, death, murder, shooting, gore, and minimal plot interference.**

"Influenced" slightly by the PC (and soon to be Megadrive 32) classic Doom, Zero Tolerance is a first-person perspective shoot 'em up set in a twisting maze environment populated by evil space commandos and even more evil slimy aliens. Your job is to kill all of them, using a variety of weapons, including a handgun with laser sighting and a huge rocket launcher (which it is rather inadvisable to use in a confined space). Don't worry if you can't decide which is your favourite means of mass destruction, as you're able to carry up to five weapons at a time. However, there's more to pick up than just instruments of maiming – there's a variety of useful equipment lying about too, from motion trackers (very useful indeed) to torches and fire extinguishers. Some parts of the game are impassable without the right piece of kit, but the puzzle element is kept to a minimum so the player can concentrate on shooting everything he or she sees.

Zero Tolerance is being brought to you by Accolade, but the game isn't actually the product of their in-house team. It was actually programmed by a small, struggling software team with no previous credits to speak of. However, Accolade were so impressed by the early version of the game, that they immediately snapped up the rights to produce the title. The publishers are hoping to have it in the shops by the end of August, and you can rest assured we'll give you a full review as soon as possible. In the meantime, enjoy these violence-packed screenshots full of blood and slaughter.





# LETTERS

**At** last, the cyber revolution has reached your favourite games mag (which is this one in case you have difficulty making up your mind). Yes, in the true spirit of this new and exciting age of communications technology, allow us to present the world's first interactive magazine! It goes like this, see - we want you to write us letters, right, and then we print them, along with our replies. It's a bit like what you do on the Internet, but with paper and not computers. Exciting, eh? This is truly the future, with everyone meeting up in the boundary-free environment of post-space, with no-one ever having to leave their home to go to work or buy clothes, because they'll just be able to post their work in (unless they're a manual labourer or something) and order new gear from catalogues which companies would post to them. What an exciting brave new world it is out there, hey readers? Anyway, if you want to communicate with us, this is our mail address -

**SEGAILOVERICH. MMM. XXX, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

## I NEARLY SMASHED

DEAR SEGA MAGAZINE

I am gutted. Completely gutted, because I have just been out and bought the most excellent game in the world and found out it could be miles better. Yes, you've guessed it, I've just bought an import version of Virtua Racing. God, I was so widdled off when I read the article in Issue 6 stating that unofficial versions of VR and Streets of Rage 3 are a lot slower with ropey sound, I nearly smashed the game up. I have tried to take it back but they wouldn't let me so I've come to you for some help. Is there any possible way in which I can swap my import version for an official version of VR, or am I stuck with it?

Anyways, on the subject of driving games, guess what's just appeared in our local arcade, yup, Daytona USA is here and it is absolutely incredible. Soon after, I bought Issue 6 of my beloved SEGA MAGAZINE and saw the world's first screenshots of the home version and screamed with joy for hours BUT! Those screenshots are from the Saturn version and I intend to get a Megadrive 32. Will the Megadrive 32 version be in any way different from the Saturn version?

Thanks for the help and keep up the excellent work.



Jonathan Martin, Southend-on-Sea, Essex

SM: Ahahahaaa! And thus perish all those who would defy the European release laws! Sorry, but there's no way you can get your cart changed short of taking it back to the very shop where you bought it and asking them nicely to give you your cash back, then putting it towards a good old Tommy copy of VR. As for your little Daytona quizette, well, um, don't hold your breath for Daytona on Megadrive 32.

## I HAVE NOT GOT ONE

DEAR SEGA MAG,

I think that your magazine is nearly the best in the universe. It would be the best if there was one slight change to it - have you ever thought of dividing your magazine into two separate ones, one for the Master System and Game Gear and one for the Megadrive and Mega-CD? I'm sure that you would make more money and definitely sell more copies. I have a Megadrive and never read the Game Gear and Master System reviews. I always read the Mega-CD reviews even though I have not got one. And also please could you tell me what happens when

Cool Spot is completed on the difficult setting without the cheat, as I am dying to find out. I have tried many times but it takes too long to play as there are no codes.

Matt Rolyan, Birmingham

SM: Make more money eh? Sounds good to us. Hang on, though, this is really an insidious plot to drive us out of business. It'd cost us twice as much to produce two magazines, yet we'd still get the same number of readers we do for the integrated mag. Naah, think we'll just put the price up a couple of quid instead next time we want another pay rise.

## POOR SAD CHILD

DEAR SEGA MAG,

I love your mag and I get it every month, yeah, yeah, creep, creep.

Right, on page 40 of Issue 6's 32-bit showcase "Duel", look at the eight little pictures and follow my story.

1 The monster was about to throw the man.

2 But he then decided to play bed wrestling without a bed.

3 [We're not printing that one you disgraceful child]

4 But the monster got bored and told the man to pick the spots off his chest.

5 The man looked at the monster's spots exploringly.

6 But then said "No".

7 The monster said "I will fust you one if you don't"

8 "Don't please" said the man "We can play wrestling again" The monster agreed and they walked off hand in hand. The end.

Please please, please and so on, print this letter.

Jonny Lundy, Leeds

SM: It must have taken you ages to think of that story. Which is quite sad when you think about it, because it's crap. Please, noble readers, if you want to write to SEGA MAG, and we're only too pleased to hear from you, here's a little request - please have a point. Don't just write in to waffle on or show off, because if your letter gets printed you just look stupid in front of everyone and your friends (if you have any) will not be impressed. Thank you.

## SAD POOR CHILD

DEAR SEGA MAG,

Bonjour, sil vous plait, fromage frais, ferme le bouche. Your mag is better than MEAN MACHINES, motor rac-



ing's better than football, Ford's better than Rover, French is crap, crap is crap and I hate Tim Cooper. There, now you've got time to answer my questions.

- 1 Will you have any screenshots of Rock 'n' Roll Racing on the Megadrive? If so, hurry up.
  - 2 How many feet have you got?
  - 3 Are they cheesy?
  - 4 Is Ridge Racer coming out on the coming out on the Megadrive 32?
  - 5 Is a Sonic game coming out on the Megadrive 32?
  - 6 Why does Michelle Fowler in EastEnders think she's rock hard?
- One last thing to say, the Isle of Wight is crap, do not come here ever, ever, ever, ever.  
Rocky Hetherington, Ryde, IOW

SM: Actually, readers, here's another little request - remember to send your letters to the right department. If you send a big long list of questions to the letters page, especially unfunny ones like these, they're not going to get answered. We're just going to call you a peabrain. Rocky Hetherington - you are a peabrain.

## SEGA ARE REALLY QUITE DIM

TO SEGA MAGAZINE,

I reckon your mag is fab. I used to read Megatech until those Maverick maniacs came along. Anyway, to my point.

Sega are really quite dim, they knew Nintendo were making a 64-bit console, so why didn't Sega make Saturn a 64-bit? I know that the Saturn is going to be excellent, but the Nintendo one's better! I heard that the 64-bit machine is going to have Project Reality graphics (whatever that is), and that they're looking rather brill. Is the Saturn and Megadrive 32 capable of these graphics? Also, is there going to be another SVP chip game?  
Kamran Ahmed, Leytonstone, London

SM: Whoah, Nelly! You're getting just a little bit carried away here. For starters, all the supposed "graphical demos" of Nintendo's Project Porky Pie have been programmed on Silicon Graphics Onyx workstations - the same computers used to produce the special effects for Jurassic Park. Seeing as an Onyx is worth about \$100,000, it's incredibly unlikely Nintendo's console will pack anything near that kind of technology - plus, if the machine ever does appear, it won't be until the end of next year at the earliest. And anyway, the Saturn isn't "just" a 32-bit console. So there.

## COULD YOU PLEASE KILL CHEZ(TER)?

DEAR SM,  
First I would like to say how excellent your mag is. And second are there any tips or cheats for Sonic Spinball on the Sega Megadrive?  
PS. Could you please kill Chez(ter) as he is so sad, and punch Simon Shy as he reckons he's a wizz on Sonic Spinball.

Daniel Early, W Yorks

SM: Poor Chez, he doesn't have much luck with friends, does he? I think I might write to him myself, just to cheer him up. On second thoughts...

## I GOT MY DAD TO SLAP OUT ONE

DEAR SEGA MAG,

Last December, I got my dad to slap out one hundred bilks on a Megadrive with Golden Axe, Streets of Rage and Revenge of Shinobi. They're all excellent games, but I have not seen a review for Shinobi 3 or Golden Axe 3. Why? Is it also true that Bubsy is faster than Sonic? Why have I never seen a review of the All American Gladiators? Is there plans for the 3rd Bubsy game and a Zool 2? Please let me know why when there's a new game with blood the news slag of the programmers? Games such as Mortal Kombat are fun - when there's a bloody Eddie Murphy movie they cut every swear word anyway. Newspapers suck.  
Simeon Johnson, Cafford, London.

SM: I don't know why you haven't seen reviews of any of the games you mentioned - perhaps you just weren't looking in the right places. If you're interested, though, Shinobi 3 is good, Golden Axe 3 is bad and American Gladiators (unavailable in this country anyway) is absolutely dreadful. As for your last point, I'm sorry, I think you lost everyone when you started ranting about Eddie Murphy. I take it you were trying to make a point about the tabloid persecution of the games industry, but you sort of ended up making no sense. By the way - are you sure that's how you spell your name?

## I THENFORTH HIT THIS

DEAR SEGA MAGAZINE,

I have recently bought Sonic 3 and I think it's totally rad. You printed a level select for it in Issue 6 of your totally ace mag. I accessed this and used the level construction (also in Issue 6). I went all through the sprites and eventually got a power-up box, and printed it. I thenforth hit this and got Super Sonic. Why oh why didn't you print this? Also, when you complete the game with level construction you get a sprite who I have named Psycho Sonic. All you have to do change into a sprite, then change back again when Sonic jumps out at you after you've destroyed the Death Egg. Psycho Sonic has white shoes with red stripes (instead of the reverse), red eyes and dark red boxing gloves (well they look like boxing gloves anyway!). What I would like to know is can you be Psycho Sonic and how?

PS In issue 3 there was a letter saying that a certain David Woodroffe is a hypocrite, well I totally agree with Graham Lutterworth!  
Jo Thompson, Barnstable, N Devon.

SM: What you've discovered is actually the secret character hidden in all three Sonic games. If you reset the machine when Psycho Sonic is on the screen you can play him in the main game. Psycho Sonic is invincible and can fly, plus you don't need to keep picking up rings to stay as Psycho Sonic as you do with Super Sonic. Actually, that's all fibs. It's just a bug in the game. We got that too and it ruined one of our ace screenshots.

## WHAT ARE WE DOING WRONG?

DEAR SEGA MAG,

We thank you for printing the Sonic 3 cheat in

Issue 6 of your excellent magazine. But we are having problems selecting the Flying Battery Zone, Mushroom Valley Zone and Sandopolis Zone on the level select screen. When we try to select them, nothing happens. What are we doing wrong?  
Gregor Lennie and Michael McConnellogue, Bishopton, Scotland.

SM: Well, here's the deal you funky mofos, it's actually impossible to play those levels, because they haven't been programmed into the game. At first everyone supposed that these levels would make an appearance in a rumoured plug-through cart. Whether those stages will ever see the light of day is unknown. Sorry.

## A FRIEND OF MINE HAS BEEN TO AMERICA

DEAR SEGA MAG,

I would like to say that your mag is brilliant and worth every penny. Keep up the good work! Now down to business. A friend of mine has been to America and brought home a mag called Video Games, a multi-format mag. In it I saw a few pictures of Game Gear accessories. Amongst these there were two that caught my eye, they were called Master Link and Solar Gear. There were pictures and writing for these saying "Connect a Sega controller to Game Gear for 2 player simultaneous game play". And there was a picture of a Game Gear with a sort of half a Gear-to-Gear cable with it connected to the GG at one end and a joypad joined to it at the other. The Solar Gear had writing saying "Solar powered rechargeable battery pack for Game Gear", and the picture of it was a Game Gear with a box comfortably stuck on to the bottom of it and at the back of the Game Gear there was a solar plate. These items were made by Innovation. I wrote to them and got no reply. Could you give me any information on these? Or are they just a hoax?

Dan O'Sullivan, Carrick-on-Suir, Co Tipperary

SM: Well, for starters, it's very unlikely you'd be able to get hold of this stuff - small American companies don't usually go in for overseas orders. However, it sounds like a good job - the Master Link sounds particularly dodgy. For starters, there aren't any two-player games you can play on one Game Gear, apart from Micro Machines. Unless by simultaneous play they meant one player controls left and right directions and the other does up and



down, it's almost certain that this is a rip-off. As for the

solar pack, you'd be better off looking at Sega's rechargeable battery pack which charges your batteries up as you play. It works very well and can save you a fortune.





## JUST RETURNED FROM A LONG PERIOD

DEAR SM,  
In Issue 3 you received a letter for your Q&A section asking about the possibility of Streetfighter 2 being available on the Game Gear. Your answer was no, but I now know to the contrary! My friend Marc Wild has just returned from a long period in Hong Kong and he claimed that Streetfighter 2 was available on the Game Gear and that he had it. Needless to say I was skeptical. However just today he has brought it into my school to show me! Yes I have looked at Streetfighter 2 Game Gear version!!!! The screen shots I've seen look astounding but I've been told that they have been paused and don't look so good, also he claims it has lost some characters though I never found out who. This is all true, I am not lying and seeing as how you're the first Sega mag to know this I feel I deserve at least this letter being printed.  
Ian Phillips, Colerne, Wilts

SM: I'll tell you what you deserve young man - a clip round the ear. You mentioned seeing screenshots, but not the actual game, so I can only assume that your friend has got all confused about an article in a foreign magazine. The only available hand-held version of Streetfighter 2 is for the PC Engine GT (which isn't available over here) - and it's crap. If you really have got a conversion of Streetfighter 2 on the Game Gear we'd be only too happy for you to come down to the office and show us, whereupon we would all act in a highly surprised manner.

## WHAT AN ATTITUDE

DEAR SIR,  
As the owner of an Atari ST, imported Megadrive and Super NES, I purchased PGA European Tour from Boots computer department and found it won't work on Japanese imported Megadrives. My son's friend has a British Megadrive, and it works perfectly on his machine. After purchasing PGA 1&2 I was angry to be told by Electronic Arts that the code had changed and PGA European would not work on my machine. They advised me to return it to Boots for a refund. Well as I have had countless hours of enjoyment with PGA 1&2, I couldn't wait to play PGA European Tour, so I checked out computer stores for an add-on to allow me to play this game on my Megadrive. After a few phone calls it cost me £25 to have a chip inserted to play this and other imported games. What an attitude from Electronic Arts. Return it to the store for a refund, as we can't help you.  
ANON

SM: Well, we're glad to hear you finally got to play PGA Euro Tour, but Electronic Arts were completely right in saying they couldn't help you. Software houses in Europe actually have to buy their stock from the parent company in Japan or America, and they're only licensed to sell that stock in their territory. The European licensees have absolutely nothing to do with imported games, in fact they don't particularly like them, since import games detract from their sales. Re-coding and lock-out chips are employed by most software houses in an attempt to save their sales, and there's nothing anyone can do about it in the whole wide world.

## WHAT'S IT ALL ABOUT?

DEAR SM,  
I've been reading a lot recently about games censorship. What's it all about? Does this mean some games are going to get banned and we'll have to play all cutesy platform games and not shoot 'em ups and Mortal

Kombat? Will people still be able to manufacture violent games, and will you get arrested for buying them if you're underage? What about imports? Will they get censored the same way as European games? If not, would it be illegal to buy import games that weren't rated over here? By the way, I think your mag is great and keep up the good work.

Darren Jones, Gravesend

SM: Blimey, you're in a bit of a tizzy aren't you? Well, I wouldn't worry about censorship too much if I were you. It's true that the European Leisure Software Publishers Association is imposing a ratings scheme, but it's completely voluntary - so there's no chance of anyone ending up in prison for buying games underage, it's just less likely you'll be able to get hold of the game without your parents on hand. However, the BBFC are looking into the possibility of rating FMV games in accordance with the standard home video regulations, although it's likely that the quality of game footage would have to improve somewhat before that's necessary.

## BOLUS

DEAR SEGA MAGAZINE,  
First things first, may I congratulate you on turning out a very fine mag every month. I think that every one of your team is a genius, apart from one - Tommy Boy C Boy Roxy Coxy. I hate him.  
Why was such a large space of page seven of the May issue devoted to something that was just not anything to do with Sega? I would much rather hear about the latest coin-op conversion or more on the Virtua series, rather than Tom's weak looking band, Slow Boat to Barnet [CDs still available from this address priced £8 etc etc - SM]. What sort of a name is that anyway? I hope no-one entered the competition and I bet the CD is crap. May I please request the immediate sacking of Tom Cox as he has wasted my (and I suspect the entire readership's) time. Sort it out and lose the free publicity grabbing Cox and join with me in cursing his band to eternal doom.  
PS I only want to hear about Sega Sega Sega Sega. PPS Where did Rad get his hair cut. I want to get mine cut like that.  
Percville "Big Chief One Foot Crazy Crow" Pinkleton

SM: Here, aren't you that ex-bassist from out of them Slow Boat to Barnet?

## SLOW BOAT TO BARNET COMPETITION WINNERS

There's a lady who knows all that glitters is gold, and she's riding the Slow Boat to Barnet - and you could be too if you're one of the FIVE winners of our INCREDIBLE Slow Boat competition. The five - YES FIVE - victorious entrants were chosen by our very own God of Rok - Tommy C. In fact, you should feel extra honoured, as each card was hand picked and judged on merit. Bad luck if you didn't win, but you can be sure you'll probably be pestered by loads of follow-up mail detailing gigs etc. Plus, of course, you don't have to listen to the CD, which is an extra bonus. Anyway, without further ado, here are the oh-so-lucky winners.

- ANDREW RYAN, CHORLEYWOOD, HERTS
- SIMON MILLER, DARTMOUTH
- TOM SLATER, ROATH, CARDIFF
- IAN FRITH, READING, BERKS.
- GAVIN CRUICKSHANK, BANBURY, OXON

Actually, Gavin scores extra points for knowing the names of all the band members, meaning he must have read the piece about them a Heavy Metal mag. Ahaha - you saddo!





A NEW COMEDY FROM ROB REINER  
THE DIRECTOR OF 'WHEN HARRY MET SALLY'

# NORTH

PG

North's hopping mad  
with his parents  
and now he's off  
on a world wide  
adventure!

GREAT  
FAMILY  
MOVIE FUN  
FOR THE  
HOLIDAYS!



COLUMBIA PICTURES AND CASTLE ROCK ENTERTAINMENT PRESENT IN ASSOCIATION WITH NEW LINE CINEMA A ROB REINER FILM "NORTH" ELIJAH WOOD JON LOVITZ  
JASON ALEXANDER ALAN ARKIN DAN AYKROYD KATHY BATES FAITH FORD GRAHAM GREENE JULIA LOUIS-DREYFUS REBA McENTIRE JOHN RITTER ABE VIGODA AND BRUCE WILLIS  
MARC SHAIMAN WRITTEN BY ROBERT LEIGHTON PRODUCTION DESIGNER J. MICHAEL RIVA DIRECTOR OF PHOTOGRAPHY ADAM GREENBERG, A.S.C. EXECUTIVE PRODUCERS JEFFREY STOTT AND ANDREW SCHEINMAN BASED ON THE NOVEL BY ALAN ZWIBEL SCREENPLAY BY ALAN ZWIBEL AND ANDREW SCHEINMAN  
PRODUCED BY ROB REINER AND ALAN ZWIBEL DIRECTED BY ROB REINER

CASTLE ROCK

NEW LINE CINEMA

READ THE ORIGINAL BOOK IN SIGNET

ORIGINAL MOTION PICTURE SCORE AVAILABLE ON EPIC SOUNDTRAX

DOLBY DIGITAL

RELEASED BY THINK FILM DISTRIBUTION

IN THE WEST END AND CINEMAS  
EVERYWHERE ACROSS THE  
COUNTRY FROM FRIDAY JULY 29

(SEE YOUR LOCAL NEWSPAPER FOR CINEMA DETAILS)



**O**h thrill of thrills! It's that time of the month again. The time where we get to open all your wonderful mail and answer questions like "Is it true that the Saturn will have 50 million billion colours on screen and can handle 9,000,000,000 polygons per millisecond?". Or "How many SVP chips does it take to change a light bulb?" Well, here at **SEGA MAGAZINE**, we have the answer to these and many more fascinating questions. All you have to do is write to us with your questions and we'll do the rest. See, we're a nice bunch really. Except for that Rad Automatic. He's a bit rude.

**WRITE TO: Q&A, SEGA MAGAZINE, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**



## ARE WE COMPATIBLE?

DEAR S&M (???),

Please could you answer my questions.

- 1 In the June issue of your ace mag, you gave us a level select for Sonic 3. After one day of trying, I finally got it to work, and I played a few songs on the sound test. I was mystified by a few of them though, as they don't appear in the game. Where do they come from?
- 2 When the Megadrive 32 is released, will it be compatible with both the Megadrive and the Mega-CD? Will you be able to play it by linking them all up at the same time?
- 3 Will there be a Red Dwarf game for the Megadrive or Mega-CD?

SAM LARKHURST, STAFFORDSHIRE

**SM:** You can't recognise the sounds because they don't actually appear in the game. Quite a lot of sound tests operate in this way, and the sounds you heard could be extracts from tunes originally recorded in pre-production versions of the game.

2 Yes. 3 No.

## HELLO, I AM COMPLETELY MAD

DEAR Q&A,

We all know that you're the best magazine in the world, so I decided to ask Captain Picard if he'd visit all the races in the Universe to find out if you're better than them. It took him a while even at Warp Nine. Anyway, when he got back, he said that your mag smashed the Klingons, the Romulans, the Vulcans and all the others completely to pieces. So I hope you're proud of yourselves. Anyway, in return for all my hard work, could you please answer my questions.

- 1 When the Megadrive, Megadrive 32 and the Mega-CD are linked together, will they be able to play Saturn games? If they don't it is pretty pointless for Sega to produce two machines that are so similar.
- 2 I know that Virtua Racing and Daytona are the best racing games, and that they will be released on the Mega-32/Saturn, but what about Ridge Racer? Will this be released on either machine?
- 3 Is Virtua Star Wars coming out on the Saturn, and is it any good?
- 4 If the Saturn is 32 bit and Project Reality is 64 bit, how can the Saturn be better?

5 This isn't a very relevant questions, but do you know how Star Trek the Next Generation movie is coming along and when it will be out? Any information will help.

Thanks.

A TREKKIE, STAFFORDSHIRE

**SM:** Oh dear. We do worry about the mental stability of our readers sometimes, and this looks like a prime example of someone who needs to get away from TV land just a little more often.

1 The specifications for the Saturn haven't been released yet, so it's not clear whether you'll be able to play Megadrive 32 games on it. At the moment the design for the Saturn is being put through a couple of changes,

although it's unlikely that the two machines will be very similar.

2 Although Sega have already unveiled their first batch of releases for the Megadrive 32, other software houses are remaining decidedly tight-lipped. While it's obvious that many have games in development, most of them won't be ready until next year anyway. Still, we haven't heard any rumours about Ridge Racer though.

3 It's coming out on the Megadrive 32, and there's a feature in this very issue.

4 At the moment, Project Reality is little more than wishful thinking. There's a big difference between releasing a video produced by Silicon Graphics and actually having those same graphics on a home console. And as neither Sega or Nintendo have released machine specs, it's a little early to start comparing their performances.

5 Filming has begun on the movie, and Rich has the entire storyline already (somehow). Basically it starts with the original crew attending the launch of the new Enterprise-B. They pick up a distress call, which the crew investigate. Kirk is zapped by a time field known as the Nexus... cut to Star Trek: TNG time. Worf is promoted, Data gets his emotions chip and Picard meets Kirk in the Nexus, where they team up against an evil Vulcan intent on universal domination. Apparently the Enterprise is destroyed to make way for a new ship in the next film. We could give away the entire plot, but we won't.

Paramount wouldn't be too happy about that.

## ALIEN KILLERS

DEAR SEGA MAGAZINE,

I just thought I'd drop you a line to ask you a few questions that I need answered.

1 I, like many people have just bought a Mega-CD and am relatively disappointed by the lack of software available. Don't you think it would be a good idea to produce some public domain software, such as old Master System titles?

2 I've heard a rumour that Virtua Fighters will appear before the release of the Megadrive 32, using SVP chips. Is this true?

3 Do you think that the new killer bugs were planted by aliens to rid the planet of the human race?

Thank you very much,

GAMES DUFFER, SCOTLAND

1 We think that's an absolutely appalling idea. Who in their right mind would want to play five year old Master System games on the Mega-CD?

2 No. 3 The killer bug was actually created by Rad, in his home laboratory, based in Lewisham. You may have seen one of his poor flesh-eaten guinea pigs on the nine o'clock news.

## MEGA-SPONGER

DEAR SEGA MAG,

First, congratulations for your brilliant mag. I have been collecting it for four months now and I fought your first



issue. Please send me another one. Can you send me billions of Sonic and Tails posters too. Questions.

1 Why did Sega spend millions of pounds on producing the Megadrive 2?

2 Why does it do the same thing as the first one?

3 Which is better?

4 Could you send me a Mega-CD?

PS. Please could I have them posters because I have got Dennis the Menace Wallpaper and please can I have the Mega-CD. I'll put in a good word to all my friends and say your mag is the best.

DENNIS COPPEN JR, EASTBOURNE

**SM:** So you "fought" the the first issue? You and whose army, eh? Well, just because you think you're really hard, don't think you're getting another copy sent. After all, you'd probably just fight that one as well.

1 They didn't spend millions of pounds doing it, as it is purely a cosmetic redesign. And yes, that means both the Megadrive one and two are almost identical. Sega felt that the original design was rather dated, which is why they upgraded it. So, getting round to your third question, neither is "better" than the other.

Finally, no you can't have any blinkin' posters. With friends like you, who needs enemies?

## GIVE US DOOM

DEAR SEGA MAGAZINE,

I would be eternally grateful if you could answer these questions for me.

1 Will there be a Flashback 2?

2 Are there going to be any more SVP games?

3 How much will Super Street Fighter 2 cost?

4 Is Star Control still available, because I would



▲ **Yup, you too could be playing this rather excellent game by December.**

really like to buy it, but have never seen it in the shops.

5 Will a Doom style game ever be released on a Sega system?

6 Please say hello to Peggy, Emma and Paul.

AUSTIN ALFORD, NOWHERESVILLE

**SM:** 1 Uh, possibly. There's no talk of one at the moment, but in the meantime, it could be well worth checking out Another World 2: Heart of the Alien, soon to be released by Virgin. This is developed by the same people who did Flashback.

2 No, it's Megadrive 32 development from now on. 3 £59.99, which isn't bad for a 40 meg game.

Check out our definitive SSF2 coverage this month. 4 Try a second-hand dealer. 5 Yes, for more info, consult the feature in this very issue.

## I AM SPOILT

DEAR SEGA MAGAZINE,

Why do all the bad games get released on time, while the good ones are always delayed?

2 I have been forced to get a CDi, do you think that 7th Guest is any good? Will it come out on the Mega-CD?

3 Will Rebel Assault be out on the Mega-CD by September?

4 Will the sequel to Microcosm (Scavenger 4) be released on the Mega-CD?

5 Why do you slag off all the cartoon games such as Dragon's Lair? I quite like them.

What do you mean you've been forced to get a CDi? I mean, it's not like they're giving them away or anything, they cost four hundred bloody quid. No one has yet signed up 7th Guest for conversion to Mega-CD. 3 Possibly, although it's more likely that it will be released a couple of months later. 4 Probably not. 5 Because they're generally all cack.

## YOU'RE LIKE D-REAM

DEAR SEGA MAGAZINE,

Your magazine is like the D-REAM song "You're the best thing". Anyway I'm writing to ask you a couple of questions.

1 Is PGA European Tour Golf coming out on the Mega-CD?

2 If so, when.

SIMON CERESA, A REGULAR READER

**SM:** Aah. Aaah. Aaarrggghhh! No more compliments like that, thank you.

1 Possibly. 2 Don't know.

## I AM SENDING YOU MY DESIGN

DEAR SEGA MAG,

I am sending you my design for a new hand-held console. What do you think?

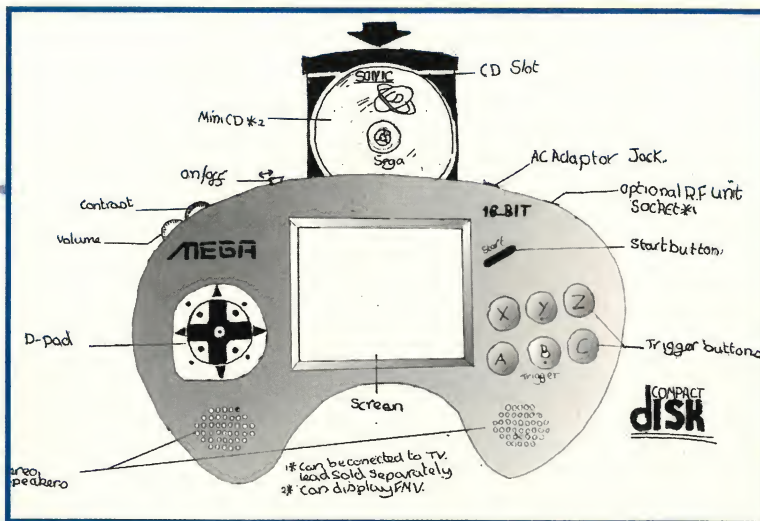
1 When will the infamous 24-meg Sonic 3 be released? Is it true that there will be an add on, so that you can play the extra levels?

2 Was there a Shinobi 1 on the Megadrive, or was Revenge of Shinobi the first one?

SAMIR ELAHCENE, NORWICH

**SM:** Hmm. Your design is a bit like the Multi-Mega, really, except that it has no place to stick your carts, and it's like a big joypad. Or is it all supposed to fit on a standard size joypad? That would be pretty useless, wouldn't it, I mean how are you supposed to play the games without permanently damaging your sight?

1 It will be released some time on the Autumn - for more details make sure you read our next issue. 2 Yes, there was a Shinobi 1, and it was rather excellent too - but it was only available on the Sega Master System. You'll probably still be able to get it for a budget price in most shops, or failing that, try a second-hand dealer.



▲ Samir Elahcene's innovative new console design.

## IS ALIEN A GOOD SWAP?

DEAR SEGA MAG,

I thought those postcards were great, will there be any more in future issues?

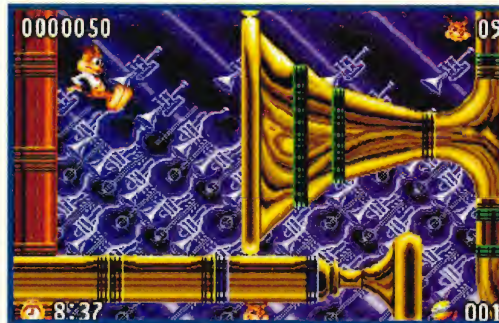
2 I've already bought Bubsy, and was wondering whether it will be worth buying Busy 2 when it's released.

3 Is Alien 3 any good, as I might get it in a swap.

4 Are you ever going to have a pictures page where people can draw things for you and get them printed?

MATT ROLYEN, BIRMINGHAM

**SM:** 2 Bubsy is looking pretty good already, and is much bigger than the original, with sub-games and loads of other extra elements. The main game is still a platformer, but Accolade are currently working on a number of features that should make Bubsy pretty special. You should be able to see our final judgment in a couple of months time when we review the game. 3 Yes. 4 No, although any interesting pics like last month's Fantasy Megadrive 32 might get an honorary position on the letters page.



▲ **Bubsy 2 - already shaping up to be much better than the original adventure.**

**Phew! That's yer lot then. Don't come round here bothering us again for at least another 28 days. Or something really horrible might happen.**

SEGA



# MEGADRIVE 32X

## the next

**This month we continue our unprecedented Megadrive 32 coverage with more information about the incredible 32-bit upgrade, including the final technical specifications! What's more, we know all about the first set of games available for the machine. Read on and so shall you...**

### TOTALLY COMPATIBLE

Megadrive 32 is totally compatible with every type of Megadrive available now, which can't be bad. Examine these exclusive shots of the machine to see how it plugs into the Megadrive, Megadrive II and Multi-Mega.

### WHAT YOU GET FOR YOUR MONEY

This is based on Sega's proposed marketing campaign and might change by the time of the machine's release. Basically, with the actual Megadrive 32 device, you also get a Megadrive 2 adaptor (this allows you to plug Megadrive 32 into a newer shaped Megadrive), a new AC power adaptor (which the upgrade uses), a new AV cable along with a universal cable connector (which presumably helps with the video and audio mixing). All for the token price of £150.00.

### SET-UP IS EASY

So claims the official Megadrive 32 promotional materials. Just plug the Megadrive 32 into your Megadrive... and that's it! It transpires that a special adaptor is required to plug the machine into a Megadrive II, but once connected, the Megadrive 32 stays put. Ordinary Megadrive carts, as well as the enhanced 32-bit specific games both plug into the top cart slot on the upgrade. A complete set-up plays Megadrive, Mega-CD and 32-bit enhanced titles and need never be disassembled - so you won't need to unplug your upgrade to play your old Megadrive and CD titles.

OF

# GAM





# Level ing



## MEGADRIVE

The most popular form of Megadrive casing, this line has been discontinued in favour of the sleeker Megadrive II. As you can see, Megadrive 32 fits in quite snugly.



## MEGADRIVE II

As we revealed last month, Megadrive 32 (as seen on the newer Megadrive II). An adaptor that gives the upgrade a mushroom-like appearance is used. There's no doubting the utter weirdness of the design, but when it plays games as it does, who cares?



## MULTI-MEGA

Probably the most bizarre coupling possible with the upgrade is when it's in use with the portable Megadrive/Mega-CD combo, Multi-Mega. The upgrade has been designed so that it's still possible to open up the CD lid - essential really (especially with games designed for the upgrade appearing on CD).





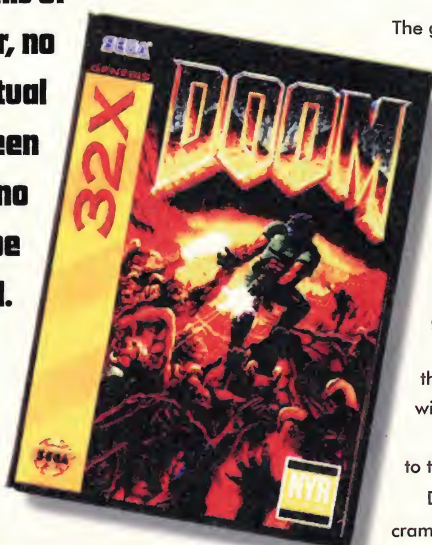
MEGADRIIVE 32X:  
the next level  
OF  
**GAMING**



# GAMES *revealed*



**SEGA MAGAZINE** can exclusively reveal the first batch of titles available for the Megadrive 32 upgrade. We have exclusive details of each game. However, no screenshots of the actual conversions have been released as yet. Have no fear, though, we'll be the first, as usual.



The first title for the Megadrive 32 upgrade, available on the launch of the system is a conversion of this totally astounding, multiple award-winning PC game.

The game uses first-person perspective 3D graphics (including some stunning texture mapping)

to create a totally lifelike environment. The player is cast as a hard space marine type, charged with the task of ridding the two moons of Mars of thousands of demons and possessed zombies.

Aiding the player is a variety of superb weaponry, including handguns, shotguns, chain guns, chain saws, plasma guns and the awesome BFG9000 - the pride of the military arsenal!

Doom is known for its violent nature, and the programmers have gone on record saying that they do not wish to remove any of the "gore" for any console conversion. It's likely that the game will receive the equivalent of an 18 rating.

The game should be visually identical to the PC game, but should move more smoothly, owing to the Megadrive 32's in-built polygon and texture mapping capabilities.

Doom won't have all of the levels of the original, but programmers ID software are attempting to cram in as much as they can into the 24-meg cartridge.

# DOOM

Sega seem quite confident about this title - "this game is nothing short of remarkable" reads their press release, and with the processing power of Megadrive 32 at Sega's disposal, we're convinced about the game's potential.

The biggest difference between this game and the Sega Virtual Processor cartridge available for the Megadrive concerns the graphics. Sega are promising a conversion which is twice as fast as the SVP version, which should see a super-smooth frame rate of around 25 to 30 frames per second, dangerously close to the original coin-op's. Sega also pledge that the game "looks and races just like the arcade version!", and should be light years ahead of the SVP game.

Sega have also taken notice of some of the criticisms levelled by some at the SVP game - most notably the lack of tracks. The Deluxe version of VR attempts to better the coin-op by doubling the amount of tracks to play, meaning that the player now has six tracks to master.

But that's not all, as the programmers are incorporating three different F1 vehicles into the conversion, each with their own strengths and weaknesses (probably in the acceleration, top speed and cornering departments).

The four different VR viewpoints of the arcade and SVP versions are also present in the Megadrive 32 conversion, along with more lastability-boosting features, including a racing circuit based on the actual worldwide F1 tournament. Just like the SVP game, Virtua Racing Deluxe is a game for one or two players - so expect to see a split-screen two-player mode. Like Doom, Virtua Racing is a massive 24-meg cart, and should be completely brilliant! Stay with SEGA MAGAZINE for more exclusive news.

# VIRTUA RACING *deluxe*







We've known about this one for ages, but only now can we reveal that the all-new Star Wars coin-op, based on Virtua Racing Model One technology, is going to be converted to the Megadrive 32.

To learn a lot more about this stunning game, examine the arcade showcase in this issue - although the graphics won't be quite so detailed, there's no reason why we shouldn't be treated to a coin-op conversion of outstandingly good proportions.

The game's a 3D blasting fest, with polygons used to make up the star destroyers, X-Wings and TIE Fighters. There are four levels, with one or two players taking on the evil Empire and the murderous power of the Death Star.

Having that two-player option, we reckon that the programmers are probably going to convert the cooperative mode in the arcade game, where one guy does the flying, whilst the other does the blasting.

Again, Star Wars arcade is a gargantuan 24-meg cartridge and should be available at the same time as the Megadrive 32 machine (around the end of November, although that might change).

# STAR WARS ARCADE

## THE TECH SPECS (and what they mean!)

Ever since we got our hands on the first Megadrive 32 information, we've had no doubt about the 32-bit upgrade's power. Here, exclusively, you can see exactly what the machine is capable of doing...

### ● CPUs

Megadrive 32 is, technically speaking, a 32-bit system, although the upgrade actually contains two Sega/Hitachi SH2 32-bit processors. Each of these processors runs at a pretty damn swift 23MHz. Both of the chips are capable of pumping out 40 MIPS (Million Instructions Per Second). Since both of these processors operate in parallel, this £150.00 upgrade compares extremely favourably with a PC 486DX2 running at 66MHz. In fact, in games applications, it's probably better.

### ● CO-PROCESSING

If you're still in doubt about the power of the Megadrive 32, bear in mind that the system can be used in tandem with the 16-bit system it plugs into. Therefore, the Megadrive's main 68000 processor can be utilised for co-processor duties.

Helping out with the co-processing chores is a new chip inside the Megadrive 32, known as the VDP (Video Digital Processor). This custom microprocessor aids the upgrade in adding to the Megadrive's graphical capabilities.

### ● GRAPHICAL CAPABILITIES

Obviously, bringing better graphics to home games is a lot of what Megadrive 32 is all about. By using the system's dual RISC processors along with the VDP, Sega are sure that the Megadrive 32 can render 50,000 polygons a second. Clever coding could probably increase that number.

Of course, this isn't quite the 180,000 a second that Sega's Model One technology is capable of, but is still an incredible amount of polygon power. If you want a comparison, DID Design (who produced the stunning-looking TFX on PC) reckon that their 3D system can produce 22,000 polygons a second on a 486 DX2 running at 66 MHz. Megadrive 32 (around £850 cheaper if you include the price of a Megadrive as well!) produces over twice as many. Now that's power... In addition, the system can easily cope with sprite scaling and rotation as well as texture mapping. All of these capabilities are utilised in the first set of titles for the machine (more later).

Megadrive 32 uses dual-frame buffering. So what does that mean eh? Well, basically, while the system is displaying one frame, the upgrade is building up another frame in memory. The frames are then switched. Basically, this makes for much smoother on-screen action. Programmers on the ancient Commodore 64 used the same trick in conjunction with the machine's custom graphics chip for super-smooth scrolling (interesting eh?).

### ● COLOURS

Sega are promising higher definition screens (roughly comparable with Super VGA on the PC) and loads more colour with the aid of the Megadrive 32's VDP chip. The system now has access to 32,768 colours, being capable of displaying a bare minimum of 256 on-screen at one time.

### ● MEMORY

The system has 512K on-board memory, which translates into four megabits. This gives programmers a lot more freedom - far more variables can now be stored in memory for more complex games.

This is in addition to the built-in memory the Megadrive and Mega-CD possess. This is quite significant, especially with Mega-CD, which has six megs of memory built in.

### ● VIDEO

Along with all the polygon power, texture mapping, sprite scaling and rotation, Megadrive 32 also has the ability to make use of the basic 16-bit graphics as well, should the need arise. In fact, the upgrade can overlay its new VDP display over any graphics it would care to display using the conventional 16-bit Megadrive hardware.

### ● AUDIO

The old Megadrive's sound chip has come in for a bit of stick over the last year, so Megadrive 32's designers kitted out the upgrade with an all-new sound chip. This custom chip provides full stereo digital audio, with programmable sample rates. Coders can opt for CD quality samples (which do consume a lot of memory) or use a lower frequency, which isn't quite so memory intensive.

Of course, in the right hands, the basic Megadrive sound chip is capable of some excellent noises (check out the Shinobi or Streets of Rage series of games). Megadrive 32 has audio mixing, enabling the new sound chip to be used simultaneously with the old one, providing what could be the ultimate sound-related experience.

### ● DIMENSIONS

In case you can't get an idea of how big the upgrade is from our numerous pictures, the actual dimensions of the unit are 13" x 5" x 9".



MEGADRIIVE 32X:

the next level

GAMING



# GAMES *revealed*

## super AFTERBURNER

Remember last month when we said that older Sega coin-ops may appear on Megadrive 32 as well as newer Virtua titles? Well Super Afterburner was one of the titles we meant (but couldn't tell you about until now) and we'll also say that it's not the last.

You must remember the arcade version of this classic shoot 'em up. Designed by Yu Suzuki (of OutRun, Virtua Fighter and Daytona fame), Afterburner was an epoch-making sprite-based 3D shoot 'em up. The Megadrive conversion captured the energy of the game, but the Megadrive 32 version should be arcade perfect, if not superior.

From our Megadrive 32 materials, it appears that the programmers are aiming for a totally perfect conversion - we're being promised all of the graphics, action and sound of the coin-op along with more realistic enemy fighter 'planes and unnervingly impressive ground obstacles.

Sidewinder missiles and a high calibre cannon are the main ingredients in your explosive arsenal (although a few more extra weapons may be included). A more high-tech HUD (Head Up Display) is being touted, allowing instant access to important flight info and ammo data.

Super Afterburner is a game for just one player, and weighs in at a hefty 24-meg... This is another title pencilled in for launch with the machine and should be great!





**Sega re-affirm their commitment to Mega-CD with the launch of Fahrenheit - a TruVideo full-motion video epic that takes full advantage of the Megadrive 32's superior graphical capabilities.**

Basically, whereas Tom Cat Alley was to all intents and purposes a pseudo-interactive version of Top Gun, Fahrenheit centres on the antics of fire-fighters in true Backdraft style.

Of all the Megadrive 32 releases announced so far, this is the title we know the least about. All the atmosphere and drama of fire-fighting are promised, but specific details in our Megadrive 32 materials concern only "varied gameplay and spectacular effects". Hopefully, we should be able to

get hold of more details after the forthcoming CES Show in Chicago at the end of June.

Fahrenheit is scheduled for release on the Megadrive 32 (with Mega-CD) in time for the launch of the machine. Another not-quite-so-impressive version of the game will be released without Megadrive 32 enhancements just for basic Mega-CD owners, at around the same time.



# FAHRENHEIT







**Sega recently caused a great amount of excitement when they announced the third game in their Virtua series – based on the mega-popular Star Wars movies. When screenshots of the game started circulating, the anticipation grew. Now the coin-op has finally arrived, and with it comes an announcement that Virtua Star Wars is to be one of the first Megadrive 32X titles released.**

**SEGA MAGAZINE are on the case first. As usual.**



A long time ago (back in the seventies in fact), in a galaxy far, far away, there was a spot of both-er between some scruffy, unwashed liberal types and that nice smart Mr Vader. You can tell it was a galaxy far, far away, because none of the characters wore dodgy flares or Bay City Rollers T-shirts like everyone else did in the seventies. And no-one said "groovy" or "fab" or "far out". And, of course, there were loads of aliens around, but that doesn't mean anything. Anyway, whilst Darth and his underlings did have a nice line in uniforms, the general public had something of a difficulty with him ruling the universe with a dread iron fist - plus his boss, the Emperor, looked like some sort of down-and-out nun you might find panhandling for pennies outside the meths shop. Luckily, the Rebel Alliance were at hand to dispense inter-galactic

justice and bring the reign of corruption and terror to an end, as anyone who's seen the rather a bit famous Star Wars films could tell you. You know, the ones they show every Christmas.

Now, the Evil Empire has risen anew thanks to the massive surge of renewed interest in the Star Wars trilogy – especially in Japan. This enthusiasm is fuelled by the news that a fourth Star Wars film is currently being planned. Or rather, the first three parts of the story (Star Wars was supposed to be episode number four you see, and... oh, never mind). Never one to miss out on a good license, Sega have taken advantage of the fresh appeal of the movies and picked up the rights to a new Star Wars game, recently launched in Japan initially as a coin-op but now undergoing conversion for the Megadrive 32X. This gives you the chance to aid

the plucky Alliance in ridding the universe of dark forces by participating in their final assault on the Empire's chief battle station, the Death Star. This means taking command of one of the famous X-Wing fighters (so called because of the splayed wing formation adopted for combat). These are single-seater fighter space craft with a little port in the back for the pilot's trusty R2 unit to help run the show. As this is a two-player game, it stands to reason that one of the players must assume the part of the robot. However, on the large two-seater coin-op, the second player is allowed to sit next to the pilot. This is of course a little unrealistic. It'd be much better if your partner in space had to climb into a sort of giant pepper pot and bleep whilst you're playing. Mind you, perhaps that'd be taking it a bit far.



# our pants!







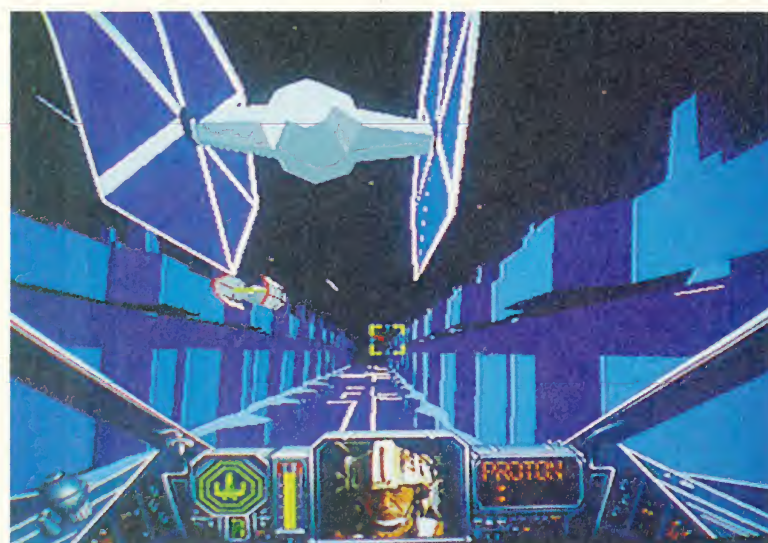
▲ Oooh, look at that! It looks ace, doesn't it? I can't wait, I just can't wait!



▲ Oh my, I think I've just soiled my undercrackers with excitement.



▲ If you look towards the bottom of the screen, you'll see Luke Skywalker's little Jedi face. He pops up occasionally during the game to help you out.



▲ Whilst the still shots may seem to lack the detail of, say, Virtua Fighter, you'll be amazed once you see the game in motion.

## WITH X-WINGS FOR EXTRA PROTECTION

Minor technical inaccuracies aside, Virtua Star Wars is about as close as you could possibly hope to get to launching your own attack on the Death Star – especially considering it doesn't really exist and everything. The coin-op has been produced on a Model 1 CG board, the same piece of kit previously used for Virtua Racing and Fighters. The Model 1 board is able to handle up to 180,000 polygons per second, resulting in some of the fastest and most detailed 3D graphics going. An awful lot of work has obviously gone into recreating all the space craft from the film, and to do these justice the coin-op is equipped with a massive 50" projection monitor, plus a whacking great pair of speakers to bring out the best in the ultra-authentic Star Wars sound, complete with screaming TIE Fighters and the like. Of course, the size and power of the home-based audio visual experience depends entirely upon your own personal monitor arrangements, but may we recommend that if you're thinking of buying a Megadrive 32X you should also start saving for a small cinema in

your area upon which to play Virtua Star Wars? It must certainly be said that this latest Virtua titles is possibly the most impressive of the bunch. The polygon graphics lend themselves well to the huge mechanical constructs which comprise the space fleets of the cowardly Evil Empire with their big huge ships and the heroic, brave, fearless and noble rebel pilots in their tiny little easily shot down efforts.

## DEATH STARS IN THEIR EYES

The game is set over four levels, and covers everything from dogfighting with TIE fighters to destroying the Death Star battle station. If you're playing the game alone, you take charge of both piloting and gunning duties. This means dodging enemy attacks, shooting down opponents and, using your throttle lever, adjusting your speed to maintain the correct velocity for the current task in hand. If you take a mate with you, one player assumes the role of the pilot, taking care of speed and direction, whilst the other player mans the guns, steering the sights around the screen and letting loose with the lasers. Understandably, the game is a lot easier with two players, mostly thanks to the flexible

sights, which are fixed in the centre of the screen for solo play. If you're in a really tight spot however, there's a limited emergency supply of proton torpedoes, the Star Wars equivalent of a smart bomb. You start the game with five of these, and it's advisable to hang onto them for as long as possible.

As you'd expect from a Virtua game, it's possible to switch between viewpoints. The first one, from right inside the cockpit, is actually the easiest one to get to grips with, which strangely enough phenomenon fans, is the very hardest view to play from in Virtua Racing. However, Virtua Racing deals only in left and right, whilst in Virtua Star Wars, the whole wacky three dimensional wonder of space is ever present, meaning control from outside the craft could be a little confusing.

## YOU NEED HANS

The gameplay is fairly straightforward, following the time-honoured traditions of shoot 'em ups. The idea is to destroy everything you possibly can that looks like it might bear the mark of the Evil Empire. Your ship is protected by two barrier shields which are gradually weakened as you take more hits.





▲ This level has you piloting your X-Wing right the way through a huge Star Destroyer! The object of your mission is to find a way to the main engines and destroy them, thus causing a chain reaction which blows up the whole ship. It is indeed completely amazing.



▲ Look at it, will you? Doesn't it just look like the most awesome thing you've seen ever in your whole entire life?

# X-WING

## your pants!

You also have a small computer radar to help you plan your attack and keep an eye on your rear. As you enter the final confrontation in the exhaust trench of the Death Star, this radar is lost, obviously because you've decided to use the Force instead of common flipping sense. However, popping up in place of your scanner are various members of your attack squadron, offering useful advice, or screaming at you. The graphics here are ace and really enhance the atmosphere of the final run.

Whilst the Megadrive 32X probably won't be able to shift the full quota of polygons around the screen at the same rate as the arcade machine, Sega are hoping to have a perfect, although slightly scaled down conversion of Virtua Star Wars released at about the same time as the main machine. Indeed, it appears that this may be the flagship game of the 32-BIT home invasion. If you can find a Virtua Star Wars machine near you (try using the Force, or look in the Yellow Pages under "intergalactic Jedi Struggles"), you have to give it a go. If you can't, it's just one more reason to start getting the cash together for a Megadrive 32X.





# SHINING FORCE

## When you

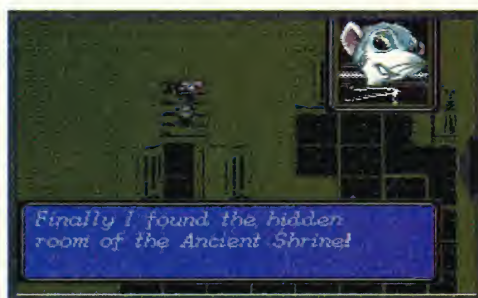
**When** *Shining Force*, the brilliant Megadrive RPG hit our stores last year it had already been on release in Japan for two years. Well, Sega haven't been able to keep the forces of evil at bay for so long this time and the long-awaited sequel is finally ready to roll. Scary-looking beast-boy TOM GUISE, sets off in search of some friends to join his all-new *Shining Force*.

**L**et me tell you a story. An ancient legend about a mystical kingdom called Guardiania. For centuries the fair citizens of Guardiania lived in peace and happiness. Life was very pleasant indeed, until a 12th dimensional being of pure evil arrived.

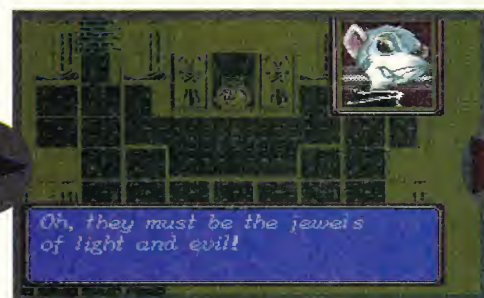
Darksol was his name and he was a very shady character. Enlisting the help of the nasty folk from Runefaut, he waged war on Guardiania, destroying everything in his path. Things were looking pretty grim for the good guys when suddenly a glimmering hero appeared. He was brave, he was handsome, he was witty. He was the stuff gods are made of! His name was Tommy G! Gathering together an army from the four corners of the realm, Tommy G thwarted the evil Darksol's plan, casting him back into the eighth plane of Hades for all eternity! Everyone lived happily ever after and to this day, songs are still sung about his heroic feats. Oh alright then, I'm making it up. That was just me playing *Shining Force*, but boy it was fun while it lasted. And now I can play the hero all over again, because *Shining Force II* has finally arrived!

### SON SHINE!

Although billed as a sequel, the plot to *Shining Force II* has nothing to do with its predecessor. This time the story opens in a city called Granseal, so-called because it's been built around an ancient



▲ Shattering the eerie silence, the band of thieves enter the ancient tower.



▲ There! The object of their quest – the Jewels Of Light and Evil!

tower which houses a plug in the planet's crust known as the Ground Seal. Nobody knows what lies beyond the Ground Seal and in fact, for a millennia the ancient tower has always remained closed. That is, until now.

One night during a strange storm, the tower collapses. Nobody knows what caused this but, it is, without a doubt, an ill omen and sure enough when dawn breaks the next day, the King is found to be stricken with a strange malady.

### A SHINING PUPIL

Thus the game begins and we join our young hero as he sets off for school. This is where you're introduced to the first part of *Shining Force II*'s gameplay. Viewed from above, you can move freely around the town, entering buildings, talking to anyone you meet and collecting items you find. Although it might seem quite pointless at this early stage, these exploratory sections of the game are vital to your progress.

When you eventually arrive at school you find that your tutor, Sir Astral is summoned to the Palace to check on the sick King. You sneak after him, joined by two of your school chums. Of course, Sir Astral gives you a good clip round the ear when he catches you, but his anger soon passes as he tells you that the King's illness all started when the

ancient tower collapsed and he asks you and your friends to join him as he enters the ruins.

Waiting inside the tower is an evil Gizmo – a foul demon that intends to possess the King. It has to be stopped at all costs and so we come to the second part of *Shining Force*'s gameplay – the combat!

### BATTLE FORCE!

The battles in *Shining Force II* are broken up into a series of turns, with you and the enemy moving one combatant at a time, in a similar way to chess. Each different character has a certain distance they can move and when close enough to an enemy, they can attack. For these parts, the scene changes to a close-up of the two fighters as the attacker lets loose their offensive. Although very dramatic, this is purely cosmetic as the computer calculates the outcome of these little melees.

This doesn't mean that the fights are out of your hands. On the contrary, it's vital that you put a bit of thought into moving your warriors around. One careless move and you could lose a character to the enemy. It's all about strategy!



# Oh crazy D.B.L.M.

SHINING FORCE



▲ No matter how hard they tug though, the jewels just won't come free.



The leader tries and they come loose. But wait, what's that tremor?



In the castle, a terrified guard reports - the ancient tower has collapsed!



In the commotion the King is left alone. Lightning flashes.



Was that his imagination? Is there someone else in the room?



Who's this? Noooo! All this and the game has only just begun...

## ICON PLAY THE GAME!

Playing Shining Force II may sound like a complicated ordeal, but it couldn't be simpler thanks to an ingenious icon system. Whenever a choice has to be made, a set of four icons appear at the bottom of the screen. Only options relevant to your situation ever appear, so during the exploration sections you'll be given choices like 'talk' and 'search', whereas in combat you can 'fight' or 'stay'. It's so simple even a chimpanzee could use it and it helps speed up play no end.

## MAY THE FORCE BE WITH YOU!

The first fight against the Gizmo is nothing more than a warm up to give you a feel for the combat, which is just as well considering your little band of warriors is made up of three school kids. If you intend to survive the tougher confrontations to come, you've got to build up a better fighting force.

As the plot unfolds and you travel further afield, you'll find yourself meeting new people. Some of these characters, influenced by the events of the game, will join your band of warriors. At first your team may seem pretty puny, but as your ranks grow and each character gains experience in combat, so you eventually acquire a army worthy of the name - Shining Force. ➡



# SHINE ON YOU CRAZY GOBLIN



## A FORCE TO BE RECKONED WITH.

Pulling together a good fighting force is vital to completing the game. However, your troops aren't just numbers. Each one has their own personality and skills and you'll end up loving some and loathing others. Here's a few of the recruits you'll acquire early on.



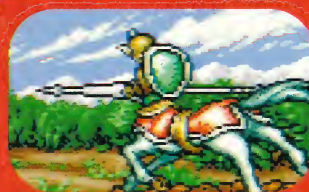
### THE HERO

This is you – leader of the pack and all-round warrior. Take care though, if you die in a fight you have to go back to the nearest town.



### SARAH

Your school sweetheart, this junior priestess possesses valuable healing powers. Keep her near you in battle.



### HUEY

Your best pal is a centaur. Rather weak to start with, but get him a good weapon and he makes a formidable knight.



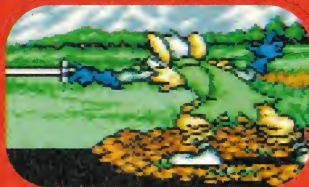
### JAJA

Always late for school, but very reliable on the battlefield. Jaja is one of the toughest warriors you'll get in the whole game.



### KAZIN

After his mentor Hawal is murdered, this young mage joins your ranks. His fire magic is particularly useful.



### JIPPO

This is the guy who started the whole mess by stealing the jewels. What's more he's a bit poor in combat. But he does mean well.



### TORT

A man's best friend is his tortoise, especially when he can fight using his helmet. Well-armoured, but a bit weak. He's also totally adorable.

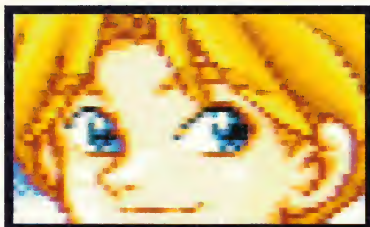


### PETER

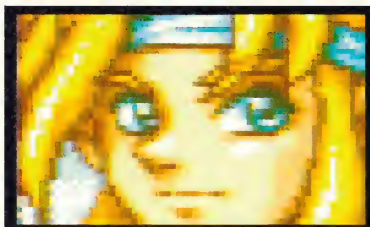
Who would have thought the legendary phoenix would look like a turkey with a perm? Nonetheless, he's very powerful!

## UPWARD FORCE

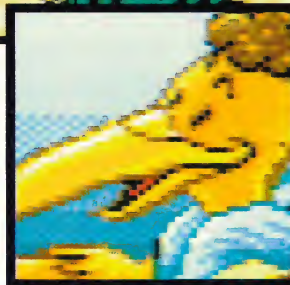
For every deed performed in battle a character gains valuable experience, increasing their skill level and performance. Reach Level 20 and you can get a promotion complete with new-look outfit.



▲ Hey, it's you as you start the game. Just a simple swordsman.



▲ Earn a promotion though, and you become a Hero complete with footballer's hairstyle.



▲ When you first meet Peter Phoenix, it's hard to believe that he's such a powerful creature. Later though, he really looks the part.



# FORCED ENTRY

It's a good idea to talk to everyone you happen across, because you never know who might join your team. In fact, sometimes people who weren't interested to start with may change their minds after a certain event. For instance...



▲ A new pet shop is in town and there's some poor hungry creature in a cage.



▲ Following a battle later on, you find him huddled in a shed.



▲ Give him a name - I called him Bobby - and he gladly joins your ranks.

Now turn to page 92 to uncover Shining Force II's darkest secret - namely whether it's any good or not. All is revealed in this full SEGA MAGAZINE review.

# A SHINING EXAMPLE!

An expedition to a place called Devil's Tail forces the Shining Force to take a raft downstream. Rumour has it though, that a monster lurks in beneath the surface of the river.



What's happening? The raft has stopped!



Meanwhile, Lud the Hawkman has flown to the Kraken's head.



Then she blows! The mighty kraken has surfaced.



The surprise attack pays off. One critical hit!



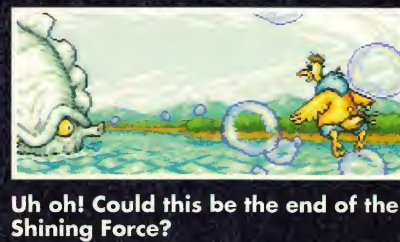
Moving close to the edge of the raft, Kazin is attacked!



In anger, the Kraken moves in on Peter Phoenix.



One swipe of the tentacle and he's out of the fight!



Uh oh! Could this be the end of the Shining Force?



Running to the same spot, Jaja tries his luck.



▲ The mighty Volcanon, great god of the birds. Cool or what?



# BAMMS AWAY!

**It's been nearly a year since Thunderhawk, the revolutionary game which managed to show off the Mega-CD's capabilities was released. However, the developers, Core Design haven't been resting on their laurels – the follow-up is almost ready. Clockwork chimp, TOM GUISE, downloads his brain onto an old C15 cassette and slots himself into a Battlebot, ready for action.**

When I was younger, my parents brought home an item from the supermarket that would change my life forever. That item was a cardboard box. It was so big I could climb right inside it and by ingeniously cutting a letter box slot in the front (with the help of a grown-up, of course) I turned this everyday object into Gargantu-Tron – Robot Warsuit from Planet Zordosan! As I shuffled around the kitchen floor at the helm of Gargantu-Tron, I devised my ultimate masterplan for the complete domination of the Universe. I would march across the Earth, snapping puny skyscrapers like candy-canes whilst crushing quaint little cottages under my mighty titanium boots. Then I'd jump up onto the moon and hollow out the core with my massive metal hands, turning it into a giant spaceship so I could fly around the galaxy in my huge 'War-Moon', seeking out new planets to conquer. Soon all the Multiverse would bow before Gargantu-Tron!

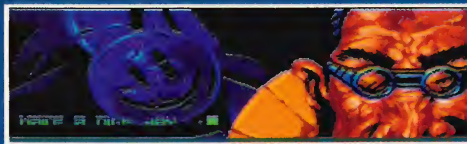
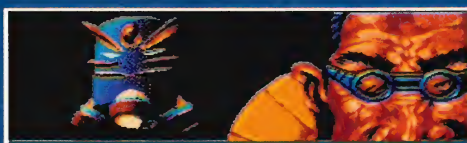
Alas, things started to go horribly wrong. As the years passed, I seemed to grow and eventually my head stuck out of the top of Gargantu-Tron. Then my parents, worried about my mental development, took the Robot Warsuit from me and threw it away. All seemed lost! However, now, only two weeks later, what should arrive in the office but Battlecorps, an all-new Mega-CD game that gives me the chance to relive all my robotic fun.

Thunderhawk. Released last September, Thunderhawk caused quite a stir because it made use of the Mega-CD's scarcely-indulged scaling and rotational hardware to capture all the thrills and spills of helicopter combat. Zooming through forests, over oceans and through East European villages, while taking out enemy choppers, jet fighters, tanks and freight trains, the in-your-face 3D visuals were unbelievably realistic, establishing Thunderhawk as a benchmark for future Mega-CD products and Core Design as the Godfather of Mega-CD software. Well, anyone who's played Thunderhawk should instantly recognise the same hallmarks in Battlecorps. Using the same game engine, 3D combat is the order of the day once again. However, this time instead of piloting an attack chopper, you're at the control deck of a mighty Bipedal Attack Machine, better known to you and me as the Giant Robot Warsuit. Wow.

## PLOT (POMPOUS LOAD OF TRASH)

These Bipedal Attack Machines (or BAMs as we acronym addicts like to call them) are the mighty vehicles of the illustrious Battlecorps – an elite battalion of combat-hardened troubleshooters who scour the four corners of the Universe in search of a good fight. And it looks like they've found one, on a distant planet known as Mandlebrot's World.

It's here that a rare fuel called Meridium is mined, the very essence that powers all the super weapons used throughout the Universe. Why, if some evil corporation were to somehow sabotage MOSES (that's Multicameral Organic Synergistic Energised System, o' acronymically curious ones), the supercomputer



▲ He speaks! Thanks to the wonders of CD technology, your boss, Lieutenant Calagary, talks you through the opening sequence.

## SON OF THUNDERHAWK

Battlecorps is the work of Core Design, the master-brains behind what is arguably the most impressive Mega-CD game around –





▲ Join the corps, see the galaxy.



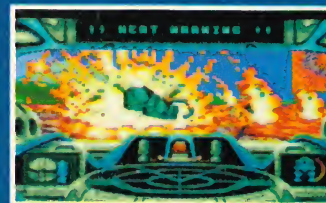
▲ Visit the lovely mineheads.



▲ Enjoy a bit of skiing. Not really.



▲ But there is some snow.



▲ Take a dip in the lava bath.



▲ Trim the hedge.



▲ Splash around in the jacuzzi.



▲ See you soon!



that controls the planet, all hell would break loose. Well, whadda you know, that's exactly what's happened and Mandlebrot has been turned into a vicious warzone overrun by crazed mechanoids. Without a moment's hesitation, the IMC (otherwise known as the Interplanetary Mining Corporation, folks) have sent in the Battlecorps. BAMs away!

## BATTLECORPS ASSEMBLE!

What this entails for CLODS (Chimp-Like Offspring of Daredevil Space-warriors) like us, is 13 levels of blasting action as you steer your BAM towards the final conflict with MOSES itself. Each level is jam-packed with deadly hazards such as floating mines, gun turrets, giant centipedes and the dreaded Battlebots – evil giant robots. Fortunately, your BAM is armed with more than enough weaponry to deal with them, ranging from flame throwers and mortar grenades, to plasma-cannons and homing missiles.

However, it's not just a case of blasting everything in sight. Each level has a specific objective which has to be carried out in order to be completed. Early on, this requires you to do little more than take out some critical targets. On later levels though, the missions become much more complex, as you're forced to recapture a bridge and even protect the irreplaceable drilling-heads on the ocean floor. Best of all though, is an edge-of-the-seat chase as you battle your way through a level whilst the floor beneath you is torn up by a ray-beam from an orbiting satellite.

## YOU... YOU LOOK LIKE ME!

Comparisons are bound to be made between Battlecorps and Thunderhawk and considering they use the same scaling and rotational trickery, Battlecorps looks graphically very similar to its predecessor. However, much larger sprites feature in Battlecorps, as huge Battlebots and giant canyon walls all loom in and out of view. What's more, there's the added feeling of stomping around



inside a huge robot suit, as the screen shudders with each footstep, accompanied by metal clunks and whirring gyros. The overall effect is much more atmospheric and visually impressive than Battlecorps' predecessor. On top of this, the musical talents of Martin Iveson – the man who put together the superb tunes on Thunderhawk – have once again been called into play, resulting in yet another brilliant soundtrack.

However, not all the traits of Core's helicopter shoot 'em up have made it into Battlecorps. Thunderhawk was considered to be a little shallow in terms of gameplay and thankfully, this isn't the case with Battlecorps. There's a much stronger strategy element and ploughing into the enemy with guns blazing only results in a swift demise.

But, is it more fun than a cardboard box from the supermarket? Well, there's only one way to find out. Turn to page 84 and it's eyes down for a full review.

## THREE'S COMPANY

There are three members of the Battlecorps at your disposal, each one possessing characteristics which they take with them when their minds are downloaded into the BAMs. Becky Ojo is very fast, but her armour is a bit on the weak side. Dika 'A' Jang on the other hand, is extremely well armoured, but not exactly quick on his feet. And Jack Cutter is the best all-round pilot, quite fast and reasonably armoured.

You can select a specific pilot for each mission and making the right choice can be vital to success. Becky, for instance, would be the best option for a fast-paced chase level, whereas Dika would fare better defending the Meredium drill-heads. Watch out though, should the BAM be destroyed, the pilot's mind is sucked into the void forever!



▲ Please give a warm welcome to our first contestant, Becky Ojo. A nimble little minx.



▲ Bam for sale. One careful owner, excellent condition, low mileage. 2000 sronks or near offer.

## FULLY MOVING PARTS!

Piloting a massive robot ain't like driving a car. Nope, it's more like walking around in a great big suit of armour. As a result, you can actually move the head of the BAM separately from the body. Although this seems a tad peculiar to start with, once you get the hang of it you can use this technique to your advantage, steering the BAM towards its destination whilst rotating the head around, taking out enemies from all angles.

Interestingly enough, Core's playtesters didn't think much of the programmer's original control system, which has you primarily moving the head around and steering the legs by pressing the A button and the D-pad. As a result, they devised a new control system, in which you steer the craft around like a tank and rotate the head turret as a secondary measure. Which one is better? Well, both control methods are included in the game so the choice, as they say on Blind Date, is yours.



▲ A cyber-briefing. In the future this is how everyone will talk to each other. With decapitated heads.

# A BAM

Although there are 13 different levels, they can all be categorised into 6 different environments. Here's a look at each one.

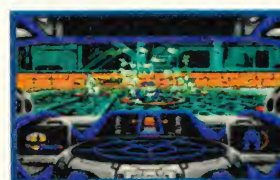
### ICELAND



Most of your weapons are inoperative in this sub-zero climate, leaving you with only a front laser and flamer for protection. Defrost switches to lower bridges and watch the skies for hovering gun turrets.

When you reach the enemy base look out for robot snipers.

### SUBTERRANEAN SEWER



Watching the radar is vital to survival as you wade through the

murky waters. Avoid getting caught in the cross-fire of the many gun turrets and take out the control towers before they see you. Separated into different zones, the only way to move through the sewers is by locating the teleport pads.





▲ Next up, Dika'A'Jang. Thick, strong and very, very long. Or something like that.



▲ And last, but not least, Jack Cutter. All round hero and number one good guy.

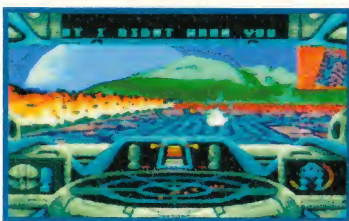
## NEW ROBOTS FOR OLD!

Battlecorps is certainly an impressive-looking game, setting new standards in Mega-CD software, but how will it fare against the next generation games soon to be released on the Megadrive-32? Well, better than you'd expect, because Core are currently working on a Megadrive-32 version, set to be released in December. Whether this will include any extra gameplay features or additional levels is unclear, but considering the Megadrive-32 is capable of performing far smoother sprite-scaling than the Mega-CD, a faster, far more visually impressive game is expected.

# FOR ALL SEASONS

## VOLCANIC ISLANDS

Surrounded by a molten ocean, these rocky islands house enemy towers and radar clusters which must be knocked out. Naturally, the lava is highly damaging, but sometimes you're forced to wade through it to reach outer islands. Watch out for homing mines hidden in the heat haze.



▲ The deadly wall of fire closes in!



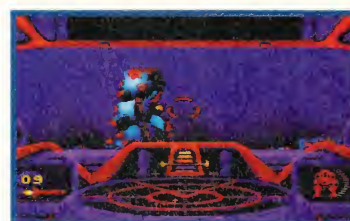
▲ Your target! A vital radar dish.



▲ Face to face with a battlebot!

## THE UNDERSEA KINGDOM

Even at the very bottom of Mandlebrot's oceans the war still rages. Visibility is limited, making it very difficult to see the mortar launchers on the sea-bed and to make things worse the radar doesn't work down here.



▲ Watch for these telescopic slugs.



▲ The invaluable drill-heads!



▲ Formation slug-attack. Destroy!

## MANIC MINES

The Meredium mines. The darkness prevents you seeing very far ahead, so it's best not to rush through these caverns. Knock out the shield generators to get through the force-fields, but watch out for Battlebots waiting behind fake walls. They're always near the generators.



▲ These battlebots are made of two sections. Destroy both parts.



▲ A shield generator. Knock it out!



▲ Look out above! Hidden turrets.

## THE CYBERZONE

The final confrontation with MOSES takes place here in the Cyberzone! As the insane super-computer babbles away, you have to take out its core. No easy task considering the number of defence systems at its disposal.



▲ Avoid those crackling lasers.



▲ Take out the defence plates first.



▲ Then destroy the head inside!



When Sega launched their Pirate TV ads over a year ago, their phone lines were immediately jammed with enquiries over the new 'Sega Channel'. "When's it going to start?" "Where can we get it?" were the whines of many a distressed (and slightly dim) gamer. Pirate TV may have been little more than a clever marketing ploy in the UK, but across the channel, Sega's American cousins are currently test piloting a real Sega Channel, due for nationwide release this Autumn.



# TURN ON DOWNLO

**By** the time 1994 draws to a close, over 9.6 million American cable TV users\* will have the opportunity to demand the latest Sega games instantaneously, 24 hours a day, seven days a week, without ever having to leave their homes. Previously, this was a domain only entered into by spoilt adolescents, but soon anyone with a Megadrive (or Genesis as it's called over there), cable TV and approximately \$12 to spare a month will be able to enjoy unlimited access to a library of over 50 different games every four weeks. And that's just the half of it. The Sega Channel also aims to bring its users the latest game news, playable previews, tips competitions and even specially created games. While this may be bad news for certain dodgy software companies, it's

definitely good news for you, because sooner or later the channel is going to wind its way over to the UK.

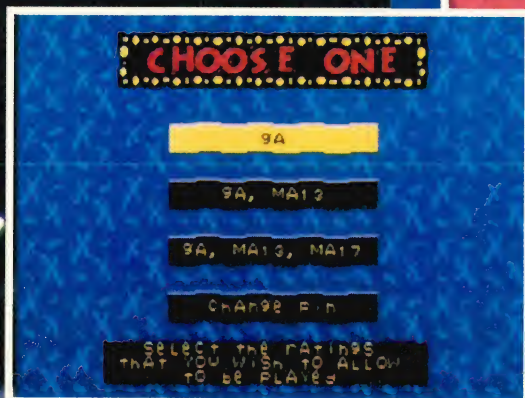
Although this marks a massive breakthrough for Sega in terms of technology (not to mention revenue), it's not the first time that a company has attempted to supply video games via cable TV. In the eighties, Playcable (a joint operation between Mattel and General Instrument) attempted to offer a similar service as the Sega Channel. It failed miserably, as did a more recent venture by Cablevision in 1992. However, Stan Thomas, President of the Sega Channel is hoping for a more rosy future. "Cable Technology has caught up with the gamers" he enthused. "This time the world is ready." In fact he even went as far to say "Kids - predominantly boys aged 6-15 - can

hardly wait". And with over 500 titles in Sega's library to offer, plus 150 new ones added each year, he's probably quite right.

## WHAT'S ON?

To ensure that many different types of gamers are catered for, and that there's a constant barrage of new information, the channel is split into eight different categories. The first, named Test Drive, is probably the most exciting sub-section. This is where you get to test out both new and preview games, although most of the "new" games will already be between 3-5 months old before they appear on the channel. Games that are only just available in the shops will probably appear in preview form. Don't despair though, because most of these will actually be playable.

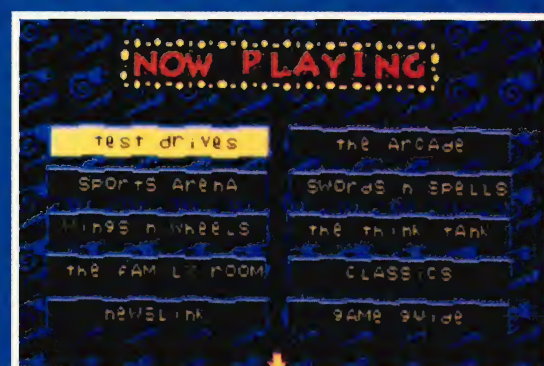




▲ When you tune into the Sega Channel, this is the first screen you'll see. And with any luck, the whole package should be coming to the UK fairly soon.



▲ Erm, can't see this programme being too popular. I mean, it's all very well calling it "classic", but who really wants to play Alex Kidd?



▲ With a choice of eight different programmes, the Sega Channel should cater for gamers of all tastes.

### SEGA GAME DATA DELIVERY SYSTEM



● The diagram to the left shows exactly how games will be beamed into your front room. Using a special adapter, signals are transmitted via satellite into your home, then the information is temporarily "held" in your Megadrive. The receiver then descrambles the signals and turns them into fully playable games! The wonders of technology, eh!

"We'll call them test drives or previews" says Stan Thomas. "In a 12 level game, you might get level one, level five and level nine. Then 90 days after they've gone onto the retail cycle we'll have the option of putting the full game on the channel." So while you don't exactly have the world at your fingertips, you do at least get a chance to try new games out before you buy them.

The other seven categories are basically a mixture of older games, tips and news, split into their respective genres. So for instance, Sports Arena features WWF Royal Rumble and Side Pocket, Arcade features Ranger X, Sword and Spells offers Shining Force, Wings and Wheels has Mean Bean Machine, The Family Room has Pink Panther (ahem) and Classics, has, well, old games, that not many people would really want to play. There's

also Sega Channel specific games, the first of which will be Ozone Kid.

### DRAWBACKS

Unfortunately, there are a couple of drawbacks to the system. For starters, you'll need to buy a \$112 adapter, which slots into the top of your Megadrive, thus allowing you to temporarily store game information. Plus you can only play a game for as long as you're tuned into the Channel, which is fine for titles with passwords, but could cause problems if you're playing RPGs such as Shining Force. In addition, if your parents are feeling particularly mean, they can prevent you from playing certain games by tagging a pin number on to the channel. This will lock out both potentially violent titles and games that you're not old enough

to play. So I guess that rules out the Interactive Lovers' Guide for most of you.

If the Sega Channel is successful, it's almost certain that other games companies will follow suit. In fact, both Konami and Sony have already expressed an interest in the venture. And from a consumer point of view, if you consider that the average cart costs around \$50 (in America) the Sega Channel certainly seems great value for money.

At the moment, it's uncertain when or even IF the Sega channel will ever surface in this country, but with Cable TV becoming more and more popular, it's definitely a possibility.

\* Information from Sega's Research suggests that 16% of all cable subscribers own Megadrives.



If you're after one of the most compelling, action-packed strategy games for the Megadrive, you can't go wrong with **Dune: Battle For Arrakis** by Virgin. But there's no doubting that it's a bit of a "tough cookie". Examine these tips to crack this master game.

# USAF

# DUNE: BATTLE FOR ARRAKIS

## THE HOUSES

At the beginning you choose which particular house you wish to serve, Atreides, Harkonnen or Ordos (this is effectively your difficulty level). Don't bother listening too much to the Mentats. The tips they usually give you are a lot more appropriate for the level you've just completed and you will have picked up those "useful hints" already.

### HARKONNEN

Beginners will be most at home with the Harkonnen as they have the most weaponry at their disposal. Later levels also give them Devastator tanks (very useful) and nuclear missiles which can wipe out your enemy very quickly. You should know that whilst Harkonnen weapons are very powerful, the armour on their vehicles is inferior to both Ordos and Atreides design. Make sure you attack in large numbers to distribute damage between your entire strike force.

**CPU PLAYER:** When the computer is Harkonnen, it's quite nasty, particularly around level seven. Make sure you have rocket turrets (and plenty) to protect against devastator-class tanks, and follow the base building tips below to minimise damage from nuclear attack.



### ORDOS

The Ordos have special nerve gas missiles which cause troops and vehicles to temporarily become Ordos. They also defend themselves against sand worms better than Atreides units. Otherwise, they're pretty much the same to control as House Atreides.

**CPU PLAYER:** Ordos bases are extremely well structured and carefully planned. Make sure the base is well scouted so you know where to expect those rocket turrets. You can defend against the Ordos mind control gas. Basically, if one of your tanks is affected, shoot it once! For this reason, make sure you keep a trike in your strike teams - its low power weaponry doesn't do much damage against a seige tank or missile launcher, but it will shake off the effects of the gas.



### ATREIDES

Atreides rely on fair play, which isn't much of a help actually. However, Atreides do produce the Sonic Tank, which is an incredibly effective seige weapon. Completing the game with Atreides is the mark of a true Dune master!

**CPU PLAYER:** You won't notice much difference between Atreides and Ordos until the later levels - except that the Atreides tend to attack a hell of a lot (particularly if you're using House Harkonnen). Whereas Ordos have mind control gas, Atreides have Sonic Tanks (very powerful). The problem with these tanks is that it takes them a while to reload. Have a strike team of three seige tanks to take on one sonic tank and you should be all right.





# STARTING OUT

There are three main objectives when starting out.

## 1. Build up a Base

Make sure that your refinery, construction site and vehicle base are NOT on the same horizontal line - this makes them all susceptible to the Harkonnen nuclear weapon. Aim to make your base a vertical rectangular shape. After level five, try to have at least TWO refineries, construction sites and vehicle bases. Again, this is to foil the Harkonnen nuclear bomb, which can effectively wipe out your chances of success. And make sure that you use concrete tiles ALWAYS. It saves a lot of money in the long run.

## 2. Defence

When starting out you need to spend credits on getting a decent defence together. Up to level five, this consists of using your vehicle base to produce tanks and suchlike. Don't bother with turrets until you get hold of the superior rocket turrets - these are superb! Aim to have blocks of four at each corner of your rectangle. These will effectively remove the need to have more than a couple of tanks around your base. Using tanks to crush soldiers is fun to begin with, but on later levels your base's automatic defences will damage your vehicle as it runs over the hapless soldiers. This is not good.

## 3. Spice Production

You need money. Therefore, make sure you use your vehicle base to produce a minimum of four harvesters (on earlier levels when you can't make harvesters, construct two refineries). This should produce a pretty constant source of cash.

## PLAN YOUR ATTACK

Patience is a quality you'll need in Dune. Once the money is rolling in and your base is successfully repelling attacks with little damage to the base, you're ready to attack. Follow these tips and success will be yours!

### 1. Scout

Send trikes to scout the terrain. Being fast they avoid enemy fire. Try to pin down the location of the enemy site, their rocket turrets (on higher levels) along with the location of the spice fields their harvesters are, er, harvesting.

### 2. Attack Enemy Harvesters

Especially on earlier levels, enemy harvesters are woefully under-defended. If your scouts find the enemy spice fields, send a tank and blow them up. The CPU player is a tad thick and replaces the harvesters in much the same area. Just one tank can effectively cripple enemy cash income! This drastically reduces the enemy's attempts to rebuild their base when you attack.

### 3. If You're Harkonnen...

You have the advantage of belonging to the Harkonnen house. On later levels, you can select the Death Hand, which is basically a long-range nuclear attack. If you are going to use this, you should know that it only hits the target around fifty percent of the time (aim at the centre and you should hit something). If your scouts have found the construction site, aim for that. Immediately carry on by following the next step.

### 4. Build a Strike Force

The main problem with the CPU player is the fact that it never attacks in sufficient numbers. When you put your strike team together, make sure it consists of not less than five top-class (for the level) vehicles. Make sure that long range vehicles (missile launchers) are backed up with at least one tank. NEVER bother with soldiers once you're past level two. They're rubbish. Move your strike force as a team. Choose a lead vehicle and click all your other vehicles onto it. This will make them all follow the lead vehicle.

### 5. Your Actual Attack

As you attack, keep a vehicle base clicked and continually top up your supply of tanks. When you're moving your strike team into position, go slowly. Take out rocket turrets and enemy vehicles first. Make sure your team is not taking on more than two targets at once. Although it's not always possible to do so, aim primarily for the construction site along with vehicle bases before anything else. Rocket turrets are the deadliest opponents you face. Be sure to use long range vehicles (missile launchers, sonic tanks) against them. Both vehicles have a slightly longer range than the turrets. You can stay out of range and attack them with no problems, using your close-range tanks to take on the inevitable vehicles your opponents send at you.

Regularly zoom back to your base and despatch the reinforcement tanks that you should have been creating mid-combat. This keeps up the pressure, meaning that you should have little trouble in destroying your foes.



▲ If you can't tell what's going on here...



▲ ...you must be very bad at Dune.



▲ Ooh look, a game of marbles.



▲ Read the ace tips to the left of this picture.



▲ Yes, this guide is guaranteed to improve your Dune playing abilities.

## SANDWORMS

These natives of Arrakis can be your biggest problem if you're not careful. Basically, if one turns up in your spice areas, retreat ALL harvesters immediately as the worms home in on them. You can either wait for them to go away or strike back! If you're Atreides, using Sonic Tanks is the best tactic - failing that, go for missile launchers. It is possible to kill sandworms.

## SPICE POCKETS

These manifest themselves as small buttons on the surface of Arrakis. Whatever you do, make sure that none of your vehicles run over one. Instead use one of your vehicles to shoot it. This results in a nice big seam of spice opening up.

## SPICE SILOS

If you want your income to zoom up to giddy heights, make sure you have some spice silos on your base. Or you'll be sorry.



▲ Look, stop reading these captions and go and build some spice silos on your base. Or you'll be sorry.



▲ Don't say I didn't warn you. Now look what's happened.

# SOME HARVESTING TIPS



## START FILE ▶

## TIPS

**Welcome**, friends. Welcome to the mysterious world of my marvellous mind. I am Ederick Lomas, your host and guide for the next six pages. Enter my domain if you will, explore every mystical corner of this, the Cartridge Cranium. Henceforth from this day it is my duty to guide you through the dark and cavernous recesses of my infinite tips knowledge. Hold tight to your sanity, oh gaming wretches, for the journey ahead of you is fraught with extreme peril. Should you lose your way and stumble upon some uncharted tip, send a postal missive to me with your information. Whomsoever discovereseth the most cortex-disruptingly incredible tip each month shall reap the reward of £150 of your Earth pounds. Address your efforts: **THE STRANGE WORLD OF TIPS WHICH WILL NEVER EVER BE EXPLAINED, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, EC1R 3AU.** Until next we meet, **EDERICK LOMAS, MASTER OF ILLUSION**

● **JUNGLE STRIKE**

By the Chirping Chimps of Chiropractitioner! Paul Morrill of Eynsham, Oxford recently wrote to us requesting help. And now, as if resurrected by a magical crow to wreak vengeance upon evil, Steven Douglas of Somewhere has sent us a full list of codes, which he says have some amazing effects. Uncanny.

- 2: Sub Attack R5MKV5PGC7K
- 3: Training Ground 96PBLHZJF4L
- 4: Night Strike XMCRLGF0V6G
- 5: Pulso City VUJ94MCZJLN
- 6: Snow Fortress WPUV4F3BRC3
- 7: River Raid TG3TGDBR9C9



## MEGA

● **STREETS OF RAGE III**

The cryptically christened Jamie Spong of Worksop, Notts has presented us with a level select for this recent release, no doubt by harnessing the power of demons and a looking glass. Simply go to the first screen of choices and highlight 'Options'. Then, whilst holding Up and B on controller 1, press Start to enter the option screen and you will be able to select your starting level up to stage 6. However, Mr Spong is merely an acolyte when compared with our own incredible powers of divination, which led us – and us only – to the discovery of the following cheats for this same game. First, a technique to guarantee longevity (in Streets of Rage 3 at least). Highlight 'Options', then press Up, A, B and C at the same time – you will now be able to select up to 9 lives per continue instead of 5. However, even this feat is overshadowed by our discovery of the Doppelganger process. Highlight '2 Players' on the first choice screen and press Down and C simultaneously to allow both players to select the same character! Now that's magic!

● **ROCKET KNIGHT ADVENTURES**

Again, the mighty whispering forces of darkness have come to our aid, with the discovery of this level select for Rocket Knight on the Megadrive. On the 'Konami' screen quickly press up, down five times, left twice then right four times and – holla peanut butter sandwiches! – a level select should appear before your very eyes!





# SA DRIVE



## ● PUGGSY

Sam Minchin of Barnet, legendary location of the mythical Viking Slow Boat and resting place of the very spirit of Valhalla, has contacted us with a legion of tips for this nice-looking platform/puzzle title. Unfortunately, spacial restrictions prevent us from printing the lot, but here is his code to open up the whole map screen (except secret levels) and his technique for finding a special cheat-loaded secret room.

This code opens up the entire map screen apart from secret levels.

000 276 007

304 214 763

073 756 534

For extra cheat potential, go to the the first Lighthouse level and head as far right as possible until you reach a wall with lots of boxes piled up in front of it. Stack the boxes in front of the wall and then climb up. A bird, quite possibly a phoenix, is perched on a platform here – kill it and carry on walking. You'll now find a group of four objects, two of which are shells. Pick up the second shell from the right (the largest one) and take it back down. Walk left until you see a raised platform with a pot on it. Drop the shell into the pot and a section of the floor to the right of where you are standing should collapse and leave a hole. Drop down the hole and walk to the exit. This should open up a secret level on the map screen so enter it. In this level should be some letters spelling the message HERE IS A SECRET ROOM. Pick out the ones that spell HEROS and stack them up in this order on the top platform with the H at the top, working down to the S at the base. Now pick up the stack by the S and walk through the exit to get a hidden scroll test screen. You could also try the same process but using the letters to spell CHEAT instead of HEROS to turn Puggsy green.

## ● BARKLEY: SHUT UP AND JAM

Here are Peter Robertson of Lanarkshire's codes to let you play through the game as the Watts team (who are the best of the lot). They do not, however, allow you to float over Niagara Falls, or escape from Alcatraz, like what I can.

Round 2=12CMIVLM

Round 3=12QRIK9Z

Round 4=12GH2K3Q

Round 5=125T7K69

Round 6=12NP?1?9

Round 7=12B(?28M

Peter, the mark of the spirits is truly with you.

## ● SONIC THE HEDGEHOG 3

You'll like this one – not a lot – but you'll like it. Even though everyone must know just about all of the cheats for this game by now, there are still a few odd things that you may not have heard about. One of these – sent in by DJ Maximum of India – requires you to first access the construction mode. Now hold C and press B to make Sonic whizz through all his frames of animation, including some that aren't in the game! This also happens if you hold A,B and C as you start a level.

Andy Senyszyn from Nuneaton in Warwickshire also has something strange to share concerning the latest Sonic game. When on either of the Hydrocity Zone bosses, stay underwater long enough for the "running out of air" countdown to begin and then jump up for air. A secret strain of boss music now emanates from your now spiritually-possessed speakers!

Vicky Lomas from Rochester found that if you complete any level of Sonic 3 with exactly 9:59 on the clock (one second before the time runs out) then you get a 100,000 points time bonus, which gives you 2 extra lives and a continue!

## ● POPULOUS 2

From: Phil Chown, Sevenoaks.

By the Happening Halfpipe of Hamlet! Even I, Ederick Lomas, pursuing the long and lonely road of a master mage, have more pals than Phil 'I have no friends' Chown, who has sent in a complete list of codes for Populous 2. Yes that's right, all 1000 codes (I told you he had no friends). Here are the last 100 for your pleasure.

900: OMUBAG 901: AKTH 902: ODETAD 903: AGOMAF 904: OPM-

MAT 905: AMAMAC 906: UMIMAK 907: EMUGAG 908: UBLO

909: HENEAD 910: UGOWAF 911: LEVEAT 912: QUALAC 913: ETWIAK

914: TUUHAG 915: NEABAB 916: NGEAD 917: ITWOF 918:

MMINEAT 919: SIMIEAC 920: VEJIAK 921: TISUAG 922: UXACAB

923: IMIHAD 924: DDOPAF 925: WILVAT 926: GHHEAC 927:

SODOAK 928: LDUAG 929: MOAKAB 930: ABPIAD 931: HOUIMAF

932: ADLIAT 933: OWLEAC 934: AFLOAK 935: WONGAG 936:

ATAGAB 937: UKTIAD 938: ALUBAF 939: UNGHAT 940: MEETA

941: UPHOAK 942: FEMMAG 943: UHATAB 944: PEIMAD

945: SUUPAF 946: ERLDAT 947: TTERAC 948: EGOWAK 949: CCM-

NAG

950: IIALAB 951: MMINAD 952: PIUHAF 953: NE 954: ISEGAC

955: LYOOAK 956: INNEAG 957: LLEMAB 958: JIJIAK 959: THQUAF

960: DORC 961: ARIIAC 962: LOOPAK 963: ACLVAG 964: OMHEAB

965: AKDOAD 966: OOTUAF 967: AGAK 968: OPSIAL 969: AMU-

MAK

970: UMDDAD 971: EMLEAB 972: UBMORD 973: HENGAF 974:

UGAF

975: LETIAC 976: QUUNAK 977: ETGHAG 978: TUPEAB 979:

NEHORD

980: NGCCAF 981: ITAT 982: MMISAC 983: SIUPAK 984: VETHAG

985: TIERAB 986: UXOMAD 987: IMMIMAF 988: DDAM 989:

WIINAC

990: GHUGAK 991: SOAAAT 992: LDNEAB 993: MOOORD 994:

ABNEAF

995: HOEM 996: ADJIAK 997: OWQUAK 998: AFACAT 999:

WOITAB.

Thank you for your efforts Phil, but perhaps you should try getting out a bit more. Like when I get out of Alcatraz in one of the guard's uniforms.





# MEGA DRIVE

## US FIP



### ETERNAL CHAMPIONS

Martin Alcock from Lincoln has written in to complain that the finishing move for Larcen's stage printed in Issue 5 was wrong and just to put things straight he has sent us his version of what you should do. Position your opponent so they're just touching the left bar on the centre lamp post, then punch them into the middle of the screen. Not even the Maharackm'ha Magicians of M'Nrengi could save them now! Ahahahaha!

### SKITCHIN'

David Maddock of Oxford has amazed everyone with this latest feat of tips mastery, in the form of a "Skitchin" password creator. A password creator which breaks the very boundaries of fair play itself.

On the warning screen press: B, A, down, A, start (which spells the blaspheme BADASS) and you should hear a crash. Then go to the password screen and enter one or more of these words to get some bonuses.

Money – \$2000

Thrash – A bat, a stun rod and a whip

Speed – Three nitros

Armor – Professional equipment

Tatam – Race in Vancouver

Branco – Denver

Beach – San Diego

Airport – Seattle

Hills – San Francisco

Stars – Los Angeles

Capital – Washington

Jays – Taranta

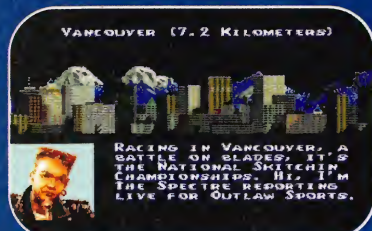
Cars – Detroit

Pizza – Chicago

Palms – Miami

Liberty – New York

Thank you David, although my psychic sixth sense warns me of the incredible coincidences required to have figured all that out by yourself.



### TEENAGE MUTANT HERO TURTLES: TOURNAMENT FIGHTERS

It is not often that I stoop so low as to tip a poor quality title, but here is one occasion where I must make an exception, such is the quality of tipesty on offer. It seems every character in the game has a super powerful move which should kill all foes in one, although these specials may only be performed when your energy bar has reached just below one quarter full.

LEONARDO-b,f,df,d,db+C - A rather athletic manoeuvre here, as Leonardo rolls towards his opponent, uppercuts them into the air and finally impales them on his sword.

DONATELLO-f,b,db,b+C - Donatello defies gravity, leaping up to top of the screen and remaining there, repeatedly smacking the opponent with his large bo staff.

RAPHAEL-b,f,df,d,db+C - You could probably just do this as a combo - Raphael runs into his opponent, slashes at them, kicks them and then finishes with a spinning attack.

MICHAELANGELO-f,b,db,d+C - The character with longest name fires off a super large whirlwind which is too high to jump, and the screen is too two-dimensional to dodge to the side. Ahahahaha!

CASEY-f,b,f+C - A rather brusque move here, lacking somewhat in finesse. Casey lifts his foe up on the end of his ice hockey stick and slams them repeatedly into the ground.

RAY-b,f,df,d,db+C - It's unlikely anyone has ever seen a fireball the size of that which Ray fires with this finishing move. Unless you're a mad UFO spotter type and you reckon you've seen aliens.

APRIL-b,db,d,df,f+C - April throws her rival right up off the screen, catches them as they come down (thereby defeating the object of the exercise) and then performs a backbreaker to finish them off.

SISYPHUS-b,f,df,d,db+C - Sisyphus spits out a rather un-cute-like goblet of phlegm which is impossible to dodge.

### NBA JAM (MEGADRIVE AND GAME GEAR)

Surely there is something suspicious about Philip Walker of Redcar's behaviour. Whilst he maintains an almost perfectly human veneer, his powers of cheating reveal him as surely something not un-not from this world. Be sure to chalk a pentangle on your floor before performing this tip, just in case. After you have chosen your team and the 'Tonights Match-up' screen appears, rotate the D-pad clockwise while pushing button 2. On the 13th push of button 2, hold it down and press start (while still rotating the D-pad). If you have done this correctly a screen appears which says 'Powered Up Dunks'. This cheat takes a little while to get to work, but it is well worth it as it now means you can now perform slam dunks from the half way line, a bit like I can do, and I can escape from Alcatraz as well. Did I mention that? It's very clever.

Speaking of clever, another reader has blessed us with invocations of portable basketball tipper. Amazingly, NBA Jam on the Game Gear has all of the secret characters and cheats from the Megadrive version programmed in. However, the rites required to invoke these cheats are far more complicated with only the primitive two-button apparatus of the Game Gear. The tips listed are the Power-Up cheats, which should all be attempted on the Match-Up screen. Thanks to Phil Sawyers from Wainscott who for, some strange reason, signed his name as Tractor. This is not, however, as strange as my trick when I made the Statue of Liberty disappear. That is a mystery which will

never, ever be explained.

Super Defence – Tap any button 5 times and hold it

Super Interception – Tap any button at least 15 times whilst rotating the pad clockwise

Super Dunks – Tap any button 13 times and hold it whilst rotating the pad

Infinite Turbo – Hold left and tap any button at least 15 times and hold it

Always On Fire – Tap any button 8 times then hold up and button 2

Juice Mode (Extra Speedy) – Press button 1 14 times then hold buttons 1 and 2

Shot Percentage Display – Press then hold button 2 and down

To access the secret characters you must go to the "Enter Your Initials" screen, enter the first two letters and highlight the third, whilst holding the required direction. Then hold any other buttons required. Once you've achieved this, hit button 1.

Mark Turmell	MJT	Up,start,2
Scruff	ROD	Up
Sal Divitta	SAL	Left
Chow Chow	CAR	Left,2
Weasel	SAX	Left
Jamie Rivett	RJR	Up
Eric Samulski	AIR	Up,2
Kabuki	QB	Dawn
Warren Maan	UW	Up,start
Bill Clinton	ARK	Up,2
Al Gore	NET	Dawn,2



# STREETS OF RAGE



It's an all out turf-war featuring **MORE** weapons, **MORE** moves and **More** outRAGEous action than ever before. Mr X has hatched the ultimate evil plot - but what he didn't count on was a bone-crunching counter-attack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan... and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital hardcore!



#### Go Electric!

Mr.X minions meet their match in Dr. Zan's electrifying Robotic Reach!



#### Lift-off!

Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!



**Axel and Blaze are back**  
and getting their kicks with all new  
Martial Arts Moves!

"The best scrolling combat game in existence" SEGA MAGAZINE - 90%

"The best horizontally scrolling beat 'em up that I have ever played  
and that is saying something" MEGATECH - 90%

"It looks great, it plays remarkably well  
and it sounds even better.

What a winner!" SEGA ZONE - 86%



## SEGA

## MEGA DRIVE

# TAKE BACK THE STREETS...



# GAME GEAR

# TIPS



## ● MICRO MACHINES

Here's a list of cheats to add to the ones printed in Issue 6 (which work on both the Master System and Game Gear versions).

Activate these on the "Breakfast Bends" course:

Extra Grip – Stop on some milk and press up and buttons 1 and 2

Less Grip – Stop on a blob of syrup in the middle and press buttons 1 and 2

Make other cars go slow – Reverse off the top-right corner of the table

Destroy other cars — Stop in the top-left corner of the table and press buttons 1 and 2

Infinite Lives – Fall off the bottom-right corner of the table  
To improve your auto-pugilistic abilities, simply drive left to the pencil at the start of the "Desktop Dropoff" course.

If none of this sounds your cup of tea, or you're not even good enough to get to the Breakfast Bends course, try this ace track select.

On the title screen press Up, 2, Down, 2, 2, Left, 2, 2, 2. If you're actually good at this game, it's possible to turn the level select into a super hard mode by adding the following commands. Press Up, Down, Left, Right, Left, 2, Up for regular super hard mode, or add Up, 2, Up to turn it into very super hard mode! Thanks to Martin Taylor and Simon Voce from Strood for those excellent examples of the Black Arts of Cheatery.

## ● SONIC CHAOS

A title reminiscent of the local newspaper headlines concerning the recent Banshee works outing, but one which actually pertains to the adventures of a small blue hedgehog in trainers. An easy mistake to make. Anyway, having played this highly entertaining title a couple of times, I found it the work of seconds to devise a level select for it. To access this cheat, press Up, Up, Down, Down, Right, Left, Right, Left, 2, 1 and then start on the title screen. By the power of Greyskull!

## ● FANTASY ZONE

As the prophets MCs Nick and Steve once said - blow your minds in a Fantasy Zone, turn other consoles, got nobody home. Whatever that means. Anyway, Adam Wright in Sheffield has sent a cheat to access a level select an hidden options screen for this pretty ace shoot 'em up. On the full title screen press Up, Right, Down, Left, 1, 2, 1, 2 then Start. Why, that's almost as incredible as that trick when I fly over the Great Wall of China!

## ● ALADDIN

By the Hoary Hosts of Hogoth! Adam Wright has returned with a full set of level codes for this recently-released platform title!

2 - ASNF

3 - OMIA

4 - INSI

5 - NEUA

6 - AALG

BOSS 1 - BLTO

BOSS 2 - UIAN

## ● JUNGLE BOOK

The only Jungle book I'm interested in is The Bloodthirsty Gods of the Forest and How to Avoid Them by the spirit guide U'shum-rahuma. However, if you own the Game Gear version of this apparently quite good platform game, perhaps you like to try this cheat for a level select. When the Disney logo appears, push UP, DOWN, UP, DOWN, LEFT and then RIGHT. If done correctly you should hear a ping. Start the game and a level select is yours. Thankyou to the dark and macabre Philip Walker of Redcar, Cleveland for that.





# MEGA-CD

## SONIC CD

As you should know, there is a level constructor cheat for this title which involves bringing up the secret sound-test screen, playing certain sounds, getting a picture of Tails then starting the game. I, Ederick Lomas, Lord of Button Combinations however, have found a far simpler way of getting the cheat. Leave the game running through the title screen, then press Start when the cartoon begins to go back to the title screen. Leave it again and this time a demo should start. Just press Start on controller 2 to turn the score into a jumble of numbers, begin the game and hey presto – there you are! To cap this achievement, I have also chanced upon a secret method of finding the programming team's fastest times. Go to the title screen and press Right, Right, Up, Up, Down then C for the scores to beat.



## SILPHEED

Some lesser gamers have apparently experienced a little difficulty with the Silpheed level select we printed earlier. In order to redress the balance, here is another method which should work on all versions of the game. During the opening intro press Down, Down, Up, Up, Right, Left, Right, Left, A, B and Start to conjour a Stage Select option onto the game select screen.

# Master System

## COSMIC SPACEHEAD

Daniel Thornton of Chatham in Kent has a full list of passwords to get you through this game. However, if you can't manage to clock this on your own then you must surely possess more limited gaming ability than young Tom Guise.

Cape Carnival

Passport Control

Dodgy City

Caves

No Mans Causeway

Staff Room

Kitchen

Space Station

BKPEERECEWILLIAM59K

C3ZETERADEWILLIAM5K

CUC3TEERLDWIL0IVM5T4

SSCLJEE6WWILS8VM76Q

SSHF4EE6WW8ILSW8M7TW

DGHF4FEGWWILRW8MM19

DGHFCEFWWWILRW8IM6H

DGHFFEGWWILRW1DOL

## COOL SPOT

Once again, I am solely responsible for this next tip! Ha! Cover before the might of He Who May Not Rise Before Breakfast! For extra lives and energy in this highly popular platform game, highlight the music test option on the options screen then press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.

Aah, I can feel my mystic energies ebbing. Go now, and leave me to recuperate in my Games Coffin. Should you blunder into a mistaken and forbidden corner of games knowledge, be sure to send it to me and the address previously stated. Until next month (hopefully if there's a full moon or something), EDERICK LOMAS (again).



GET YOUR

# BACK ISSUES

Here at SEGA MAGAZINE, we often receive desperate calls from near suicidal individuals. However, salvation is at hand. As a service to our noble and beloved readership, we give you the opportunity to catch up on those issues that you might have missed. The price? £4.95 per issue for UK residents, £5.95 for "overseas".

**now!**



## ISSUE ONE January 1994

Exclusive Eternal Champions feature and review. Toe Jam and Earl 2. Doctor Robotnik's Mean Bean Machine. Virtua Racing preview. Street Fighter 2: ultimate players' guide. FREE! Deluxe book, featuring the first shots of Sonic 3 along with the highlights of Sonic's illustrious career.



## ISSUE TWO February 1994

Exclusive Sonic 3 review and showcase. Castlevania: The New Generation feature. Sega Multi-Mega exclusively revealed! Dracula Unleashed review and showcase. Mega-CD previews spectacular! FREE! Rather stunning Eternal Champions AND Sonic 3 posters!



## ISSUE THREE March 1994

Comprehensive CES show report, including first Saturn pictures. Previews spectacular, including Streets of Rage 3, Sub-Terrania, Mega Race, Battlecorps, Soul Star... and more! Reviewed: Ground Zero, Texas, Double Switch, Skitchin' and plenty more besides! Interview with Lead Sonic Games Designer!



## ISSUE FOUR April 1994

Virtua Racing! Review and 12-page feature with complete course breakdown and programmer interviews! Stunning Saturn: Sega release official shots. Reviews include The Chaos Engine, PGA Euro Tour, Sub-Terrania, Game Gear NBA Jam. Treasure feature: secret games (that still aren't out!) revealed!



## ISSUE FIVE May 1994

Megadrive 32! 32-bit upgrade announced - we interview Sega's European Product Director for the WHOLE story. Streets of Rage 3: incredible feature and review. Sonic merchandise round-up. Daytona coin-op revealed! FREE! Superb 'n' very useful Sonic 3 mega-map!



## ISSUE SIX June 1994

32-bit special! Virtua Fighter and Daytona Saturn work in progress stories - with loads of pics! First Saturn casing pictures! Reviews: The Jungle Book, Master System Ecco, Marko's Magic Football, Pete Sampras Tennis... FREE! Four totally exclusive and lovely-looking Virtua Racing postcards!



## ISSUE SEVEN July 1994

More Megadrive 32: first casing pictures revealed to the world! Over 150 pictures of HOT work in progress Saturn titles! Dragon feature and review! Included in the line-up of top reviews: The Incredible Hulk, World Cup USA '94, Mortal Kombat CD, Body Count and plenty more too!

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# THE REVIEWS INDEX

So you finally made it to the Reviews Index, did you? Well, that means one of two things. Either you're a neat, orderly, conscientious type who likes to do things by the book and you fancy checking up just exactly what games we've got in this issue, or else you've just read the rest of the mag and you're bored. We're more inclined

to believe the latter to be honest, knowing what you evil gamers are like. Still, for your benefit, and no-one else's, let us present this full and comprehensive list of the games in this issue, their locations and exactly what they're doing there. Thank you.

## REVIEWED!



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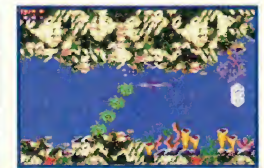
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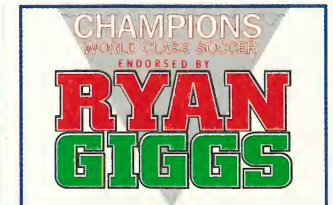
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VIRTUA RACING MD



ALADDIN MS



RYAN GIGGS CHAMPIONS! MD

## IN THE ARCADES

Page 97



JURASSIC PARK



VIRTUA FORMULA



DAYTONA USA TWIN



## REVIEW



40 MEG

CAPCOM

PRICE:  
£59.99RELEASE:  
AUG/SEPTSTYLE:  
BEAT 'EM UPPLAYERS:  
1-8CONTROL:  
JOYPAD  
/6 BUTTONCONTINUES:  
INFINITE

# STREET FIGHTER II

Capcom have kept pretty quiet about the Megadrive version of Super Street Fighter II, not even officially announcing it until the end of May (although they told SEGA MAGAZINE before Christmas - see issue one!). However, now it is here... and as you would expect from Capcom, the game is absolutely astounding.

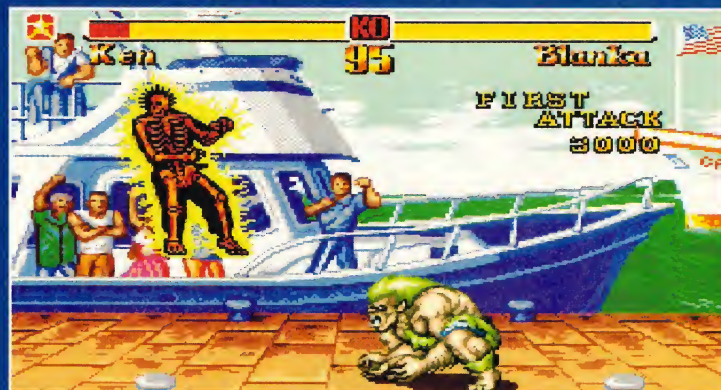
On the face of it, Super Street Fighter 2 isn't really that different from the Special Champion Edition released during October last year. The actual meat and drink of the gameplay remains virtually identical. The three bonus rounds are also the same as they were before. However, the music has been re-scored, the graphics overhauled and redrawn from scratch - and the sampled



▲ Ken displays his new Flaming Dragon Punch. This is a new move, along with Balrog's Damn Uppercut and Chun Li's Bloody Spinning Bird Kick.



▲ The eight-player tournament option of the arcade machine makes its way to the Megadrive! Of course, you can't link four machines together like you do in the coin-op, but at least it's there.



▲ The amount of phone calls we get saying "Will Super Street Fighter be the new Turbo version or what?" is simply unbelievable. Although the game is based on Super Street Fighter, turbo speed stars (as in Special Champion Edition) are available... and we exclusively reveal how to get them in our special SSF2 supplement this issue!

## COMMENT



RICHARD  
LEADBETTER

Okay, so it's not Super Street Fighter Turbo, but who cares? This conversion is as remarkable as Special Champion Edition was last year. It is arcade perfect in terms of looks and gameplay and the new options put this head and shoulders over any beat 'em up. The fact that I still play Special Champion Edition is testament to the sheer lastability of Street Fighter 2, but in every respect Super Street Fighter is superior. Of course, if you own SF2: SCE you're going to have a tough choice deciding whether you want this. My advice? Sell your old cart and get this - NOW! When we announced that the cart would be 40-meg, there was much anxiety from our readers about the price point... It's my pleasure to say that this is no more expensive than Special Champion Edition was last year. This is sixty quid well spent.



sound (which was disappointing in SCE) thankfully better. The biggest addition is, of course, the eponymous new challengers. These four characters – put together by design teams working for Capcom in both Japan and the US – add a great deal to the basic Street Fighter II action. In all, players now have sixteen different world warriors to choose from. The original twelve SFII fighters have also been overhauled, all of them having new techniques to master, along with more combos to experiment with.

Of course, the big question here is: should I buy this if I've already got SFII: SCE? The differences in Super Street Fighter (bar the new fighters) are likely to be lost on people who aren't totally into Street Fighter II. For major fans and people who don't yet own a version of SFII, this is a must. For others, we recommend checking out the conversion (or the actual SSFII coin-op - they're nigh-on identical to one another) before parting with the cash. One thing's for sure though: Mortal Kombat 2 is going to have to be incredible to top this...

SEGA



▲ Super Street Fighter 2 is definitely the biggest Megadrive cartridge available, weighing in at an incredible 40-meg - that's five times the memory capacity of Gunstar Heroes or Sonic 2! Or to put it another way, that's the same memory consumption as Special Champion Edition AND Jungle Strike put together! Thankfully, Sega are still charging a pretty reasonable £59.99 for SSF2 - the same price as Special Champion Edition or Eternal Champions (both 24-meg carts). Great news.

## COMMENT



TOM  
GUISE

**FORTY MEG?!?!?** By Jingo, with a cartridge that size you should expect something pretty darned impressive – and Super Street Fighter 2 on the Megadrive IS pretty darned impressive. This is such a perfect conversion of the coin-op, that it's actually easier to point out the inaccuracies (which there aren't a lot of). Those two elephants from the India stage are still missing-in-action, the flaming oil-drums bonus stage isn't there, the sound could be better, but that's about it. Besides, with the turbo cheat in there, the main criticism of the coin-op – speed – doesn't apply. Impressive as it is though, it loses some impact because the Special Champion Edition was so incredible. This version is far superior, but if you already have SCE, you'd be hard pushed to justify buying this. And, 40 Megs does seem way too extravagant. But then, who cares how big it is as long as they don't make you pay for it and at £60 for Super, it weighs in at the same price as its 24 Meg predecessor. Not bad, eh?



MEGA  
DRIVE  
REVIEW

### Presentation:

98

Every option from SF2: SCE and the SSF2 coin-op, plus a couple more added for good measure. Nearly perfect.

### Graphics:

94

The sprites are a tad smaller, but otherwise this is the same as the SSFII coin-op. But then, you'd expect that from a 40-meg cart.

### Sound:

79

Better samples than Special Champion Edition and more of them. The music isn't so bad either.

### Originality:

01

Totally unoriginal of course, being a conversion of an update to a sequel of a sequel.

### Playability:

97

After four sequels in the arcades, you'd think Capcom would have got it right... and they have.

### Challenge:

93

Boasts computer players who are a lot smarter than their SF2: SCE brethren. But the real challenge is in mastering all 16 characters.

### Lastability:

96

What with 16 characters, loads of tournament options and that elusive Street Fighter special ingredient, this game's lastability is beyond question.

## OVERALL:

Capcom have spent over four years getting SF2 to the point it is at now. Believe us, you won't be disappointed with this near-perfect conversion.

96



## REVIEW



CD

CORE  
DESIGNPRICE:  
£TBARELEASE:  
JULY/AUGSTYLE:  
SHOOT 'EM UPPLAYERS:  
1CONTROL:  
JOYPADCONTINUES:  
3

## BATTLECORPS



▲ The dreaded battlebots!

## COMMENT

TOM  
GUISE

Unlike a lot of people in this office, including Rich, I thought Thunderhawk was an ace game with plenty of lasting, blasting appeal. In fact, I still come back to it even now. But there's no doubt that Battlecorps is a much better game.

All the destructive action of Thunderhawk is here, but the missions have much more depth to them, adding to the intensity and challenge of the game. Piloting a giant robot is a brilliant idea and the feeling of this is captured perfectly, as the feet clunk on the floor shuddering the screen. My only complaint, is that it can sometimes be hard to see what's going on when the action gets hectic, more so than with Thunderhawk. Nonetheless though, Battlecorps is an essential purchase if you've got a Mega-CD.

## COMMENT

RICHARD  
LEADBETTER

I was instantly drawn to Battlecorps. The graphics are excellent, boasting spectacular 3D and loads of decent explosions! Upon playing the game, it

becomes clear that Battlecorps is not just a pretty face - the gameplay gives you plenty of different challenges - and some level of strategy is required to beat each level. Of course, being on CD, the sound is brilliant. The music is ace, and even the effects (which use the Mega-CD's custom sound chip) are superb, enhancing the atmosphere still further. Mega-CD developers the world over could learn plenty from Core Design.



▲ Wibbly aquatic effects give you that bottom of the ocean feeling. Yeah man!



**T**hunderhawk showed the world that Mega-CD titles need not be based on full-motion video or simple Megadrive conversions with extra bits. And Core Design showed the world that potentially incredible videogames could be created using the Mega-CD upgrade.

However, Thunderhawk wasn't without its faults - depth of play being one of them. Thankfully, Core have done Mega-CD owners proud with Battlecorps, which easily offers more explosions than Thunderhawk - and is a lot more strategic too.

Basically you control Battletech-style giant armoured robots, armed to the "hilt" with powerful lasers, bombs, cannons, flamethrowers and guided missiles. Your objective is pretty straightforward. Progress through each of the levels using your arsenal to deal destruction to everything in sight! In fact, Battlecorps is a blaster's dream come true: just about everything on the landscape can be destroyed, producing some spectacular effects.

The strategy in Battlecorps makes itself known pretty early on. Just wandering about blasting is not particularly clever (you'll quickly change from corps to corpse if you keep that up). You need to use surgical precision to destroy certain enemies before moving on.

The control method certainly helps. The joypad is used most ingeniously, allowing you to walk in one direction whilst looking around and blasting other targets - just like an AT-ST Walker out of Star Wars.

Battlecorps oozes class in every respect and is easily the best Mega-CD game released this year.

SEGA



▲ The three different "battle joks" or robots each have different advantages. Each specialises in either speed, power or armour. The general rule seems to be that the more power or armour a jok has, the slower its maximum speed. Logical, really. Each robot presents its own challenges and boosts Battlecorps' lastability considerably.



▲ As well as having a CD bit, the Mega-CD is packed with custom chips which a lot of developers seem to ignore. Not so Core Design. The brilliant 3D wouldn't be possible without the Mega-CD's ASIC (application specific integrated circuit, if you must know) chip. As well as having CD music, Battlecorps features excellent multi-channel sampled effects - so, it's hats off to the Mega-CD's custom sound chip as well. Huzzah!



▼ Watch for the side your weapon comes out of. It may be obscured, even though you're not.



▲ In addition to keeping a look out for enemy fire, make sure your jok is kept relatively cool as well. Staying in hot lava tends to wear down your shields far faster than any laser. Also, don't get too trigger-happy. Should your cannon overheat through misuse, it takes time to cool down before you can use it again.



## Presentation:

90

A moody animated intro and plenty of animated intermissions all add to the polished feel of the game.

## Graphics:

92

Smooth, action-packed 3D which really pushes the Mega-CD's ASIC sprite-scaling chip to its limits.

## Sound:

93

A number of great tunes on CD, combined with loads of sampled effects run through the Mega-CD's sound chip.

## Originality:

89

Packed with interesting ideas, particularly the control method. There's nothing like this on either Megadrive or CD.

## Playability:

93

Excellent. Getting to grips with the control method is at first, difficult, but once you've sussed it, Battlecorps has you addicted.

## Challenge:

93

Even completing the first level is a challenge. 'Nuff said.

## Lastability:

91

The high degree of playability, coupled with the choice of robots and the difficulty level will keep you coming back to this one.

## OVERALL:

The best blaster on Mega-CD and definitely the best game on the system this year. Something of a "must-buy" scenario.

92



# SEGA MAGAZINE

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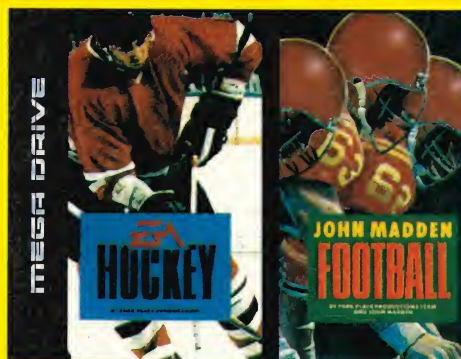
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## X-MEN

Based on Marvel Comics' top-selling series, X-Men: the game pits you against the heroes' most deadly enemy - the twisted Magneto. Exceptional two-player platforming action!



## DRAGON'S FURY

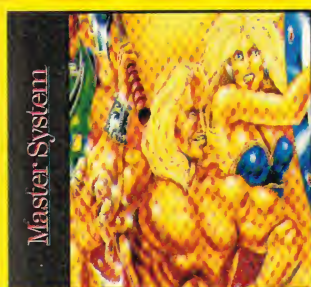
Dragon's Fury is simply the definitive pinball simulation for the 16-bit system. This title features stylish gothic graphics, super-smooth scrolling and bonus games aplenty. This not only plays like pinball, but improves on it by including features that just couldn't be added to a real table. Even if you're not a pinball fan, you'll love this!



# PLAY SEGA, READ SEGA



# PEOPLE OF THE WORLD!



## GAUNTLET

This game is rightly revered as one of the greatest Master System titles ever! Control either the warrior, wizard, elf or valkrie as you battle your way through 100 eight-way scrolling dungeons.



## IMPOSSIBLE MISSION

This classic title is SEGA MAGAZINE's top choice as Best Master System Game Ever! Guide Agent 4125 through multiple platform levels, avoiding Elvin Atombender's maniacal robots!



## SHINOBI 2

Joe Musashi returns in another highly acclaimed Game Gear adventure. Shinobi 2 features excellent scrolling beat 'em up action - a fine addition to your Game Gear library.



## ALIEN 3

Alien 3 on the Megadrive is one of the greatest blasters available for the console. You control Ripley, who patrols the super-smooth scrolling platform levels of a prison planet, blasting apart Aliens with some effective weaponry ranging from pulse rifles through to hand-grenades! Put simply, Alien 3 is blasting action second-to-none.



## STREETS OF RAGE

The scrolling combat game that started off an incredible craze hits the Game Gear in real style. Guide vigilantes Axel, Blaze and Adam through the eponymous scrolling streets, dishing out copious quantities of beat 'em up action. With brilliant graphics, along with some super playability, Streets of Rage is simply a superb 8-bit beat 'em up!

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## REVIEW

MEGA  
REVIEW

4-MEG

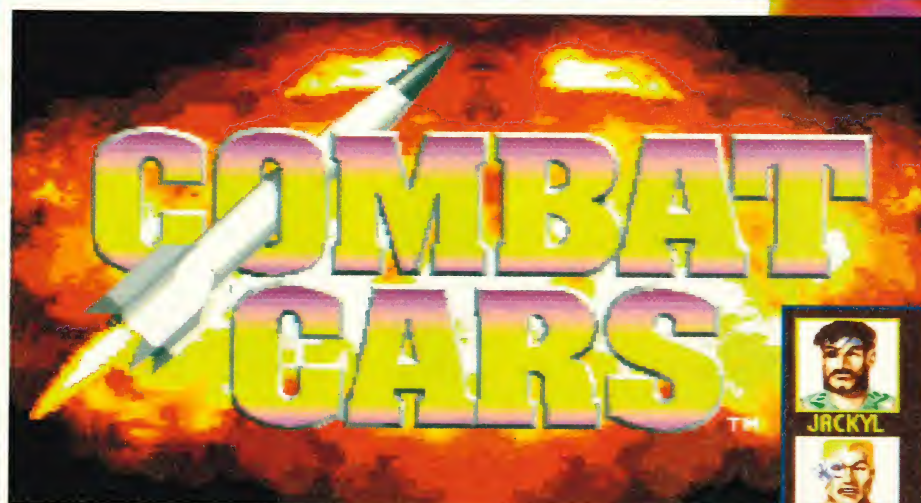
BY:  
ACCOLADEPRICE:  
£29.99RELEASE:  
JULYSTYLE:  
RACINGPLAYERS:  
1-2CONTROL:  
JOYPADCONTINUES:  
NOPE

## COMMENT

For some bizarre reason Combat Cars actually reminds me of Sub-Terrania. The graphical style, the trashy pop rave and, most of all, the anti-gravity movement of the cars as they spin around the track is all so similar. Of course, it also reminds me of Micro Machines, only less enjoyable. Although fast and playable, the hideous imbalance between the powers of the drivers renders any weaponry – except that of Andrew Alien – useless. Overall, it's fairly enjoyable, but just far too mediocre. If you want this sort of game, I'd wait for Micro Machines 2.

## COMMENT

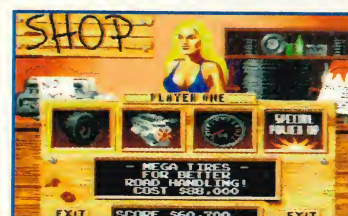
I agree with Tom's comments about the handling of the cars. Each vehicle responds as if there's a huge ball and chain swinging from the rear bumper. This isn't too bad once you get the hang of things, although it doesn't exactly make for fluid play. Once you've got into the game, there isn't much to hold your attention – the tracks are pretty bland and the opposition only put up a fight on Hard setting. The two-player mode, is very slow and less responsive than the single player game, and there's the Andrew Alien problem to consider too. That said, Combat Cars isn't bad, it's just a little redundant.



And they're off!



These are the wild and groovy characters you can choose from. There's a cyborg, a chicken lady and even Julian Rignall. Just choose Andrew though and you can't fail.



▲ At the end of each race you can use your winnings to buy better parts like tyres, a new engine or improved acceleration. Strangely enough though, they don't seem to make much difference.

## 67 Presentation:

The standard title screen and some basic options. What more could you ask for? A lot, probably.

## 75 Graphics:

Simple, but clearly defined graphics. Some of the backdrops, especially the mudtrack, look quite impressive.

## 88 Sound:

Pretty good spot-effects and techno tunes that only Rich liked. One of them sounds like Haddaway, you see.

## 23 Originality:

The addition of weapons is fairly novel, but there isn't anything particularly groundbreaking about this game.

## 75 Playability:

The controls are fairly responsive the action is fast and fun. Altogether quite playable.

## 64 Challenge:

If you're playing Andrew Alien, there's no challenge. Play any other driver though and it's rock, especially on Hard.

## 45 Lastability:

It doesn't take long to see all the courses and there isn't much lasting appeal to the game.

## OVERALL:

A fairly entertaining, but ultimately average racing game.

68





**MEGA DRIVE**

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LOSE**





8-MEG

BY:  
SONY

PRICE:  
£18.95

RELEASE:  
TBA

STYLE:  
SPORT

PLAYERS:  
1-2

CONTROL:  
JOYPAD

CONTINUES:  
PASS



▲ This here is the in-game options screen, which allows you to change your formation or substitute players at any time. Yeeha!

# Sensible SOCCER

## INTERNATIONAL

**B**elieve it or not, there was actually a time when football games were a rarity. People used to be satisfied playing terrible sims such as Tecmo World Cup, but then one day, everyone and his dog decided to develop a top footie title. And now you can't move for the buggers.

Perhaps this sudden flood of Sega soccer games would have been related to Great Britain's dominant success in the footballing world, but common sense prevailing, you'd expect that it's got more to do with that football tournament coming up, you know, that World Cup thing.

Anyway, this latest football incarnation, International Sensible Soccer, comes courtesy of Sensible Software. At first glance you could be mistaken for thinking that it's exactly the same as the other Sensi versions. However, if you look a little deeper you'll see that there are a couple of alterations. For a start, the team names have all been changed, so that this time, you get a chance to play real people, preventing all the 'Devid Plett' nonsense from the first game. This may not be a major change, but it adds to the realism, knowing that Ian Wright has banged in an own goal rather than Oan Wroght!

There's also a few new teams in here – now the most feared team in the world, Zmalgris Vilnius and the internationally renowned Skonto Riga are at your disposal (by the way, you may think that they're made up teams, but check and you'll see). In addition, you can now change the pitch type instead of having to change the month of play. Finally, this version seems a little faster and possibly a little more difficult too.

So, is it worth buying if you already own the original? The simple and probably highly obvious answer is no. Sadly, it seems to fall into the ever growing list of worthless upgrades. However if you don't own the original (does this phrase sound familiar?) it's definitely worth a look!

**You may not have heard of Pizza Toppings or In a Pencil Case. Fans of the Austrian pools will know them though, because they're actually Antipodean teams. This is a lie.**



### COMMENT



TOM  
GUISE

I'm disappointed by games like this. The changes that they make are so minute that it doesn't really differ from the first game at all, and Sensi International is another prime example of this problem. I often think that maybe manufacturers could release an upgrade cartridge where new information can replace old stuff and then charge about 15-20 quid. Although this has probably been thought of, someone should put it into action.

### COMMENT



RADON  
AUTOMATIC

Sensi Soccer still ranks as one of the best games of its kind, despite the recent influx of quality competition. This is why I was hoping they'd do a little more with this update than faff about with the team names. More options would have been nice, or a harder difficulty setting or something. However, this was not to be. If you haven't already got Sensible, this is a good bet for a top notch footie sim. If, however, you're a rabid Sensi fan and you were hoping for a sequel, tough jingo.



Those kooky custom teams Sensi players know and love are back again.



90

### Presentation:

Very slick. Easy to use and plenty of options to muck about with.

83

### Graphics:

Not exactly top notch. They don't really need to be though.

75

### Sound:

Exactly the same as before which is disappointing. OK tunes.

30

### Originality:

Oh and like football games have never been seen before.

94

### Playability:

This is top notch for playability and I doubt whether any football games will ever be better.

93

### Challenge:

This seems to be tougher than the first with better computer controlled keepers.

85

### Lastability:

There's something about this that doesn't keep me as hooked as FIFA. Not bad though.

## OVERALL:

A bit disappointing that they didn't improve it more. Still a good version though.

89



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WANT SOMETHING  
MORE THAN A  
JOY "PAD".

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YOU  
LOSE**



## REVIEW

MASTER  
SYSTEM  
REVIEW

4-MEG

BV:  
SEGAPRICE:  
£TBARELEASE:  
TBASTYLE:  
PLATFORMPLAYERS:  
1CONTROL:  
JOYPADCONTINUES:  
3

## COMMENT

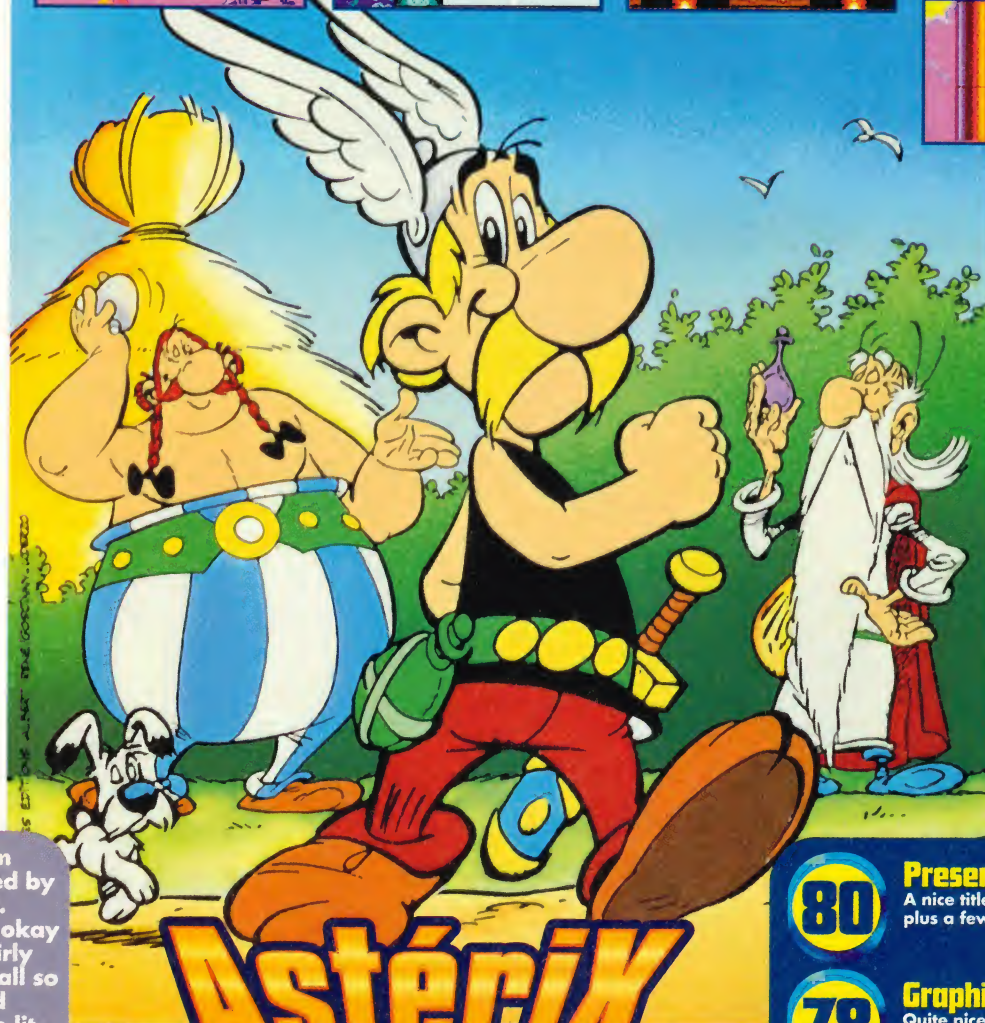
TOM  
GUISE

I can't say I'm that impressed by Asterix at all. Sure it looks okay and plays fairly well, but it's all so unoriginal and dull. There's so little fighting in the game, funny when you consider the comic books are full of huge battles. Mind you, this is just as well, because it's so damn frustrating trying to hit the Roman soldiers. There are so many mediocre platform games on the Master System and the machine doesn't really need another one like this.

## COMMENT

RADION  
AUTOMATIC

It's quite difficult to criticise Asterix. The control system is pretty good, if a little fiddly at first, and there's always lots to do. The problem is that it's all been done before about a thousand times. Asterix is not unenjoyable to play, nor are there any really huge programming errors or anything like that, but it's very hard to recommend a title so completely devoid of originality. Nice, if you like that sort of thing.

Astérix  
AND THE GREAT RESCUE

**M**any years ago, in primary schools across the country, great arguments raged over one subject more than any other - which was better: Asterix or Tintin? Tintin, with its serious and action-packed detective-type stories or Asterix, with lots of fights and some jokes.

These days of course people are far more mature and have moved on to which is better: Sega or Nintendo? Now, however, Sega are getting into the old school spirit and showing that they were always fun-loving Asterix types with a new game based on the exploits of the lovable Frenchman (if that's not a contradiction in terms).

Like the previous Asterix title on the Master System (brought to you by Infogrames), Asterix and the Great Rescue is a platform game, where you have complete control over Asterix and his fat friend Obelix. Switching between the characters is simply a matter of pressing up and button B. Each character has different abilities - Obelix is strong enough to move any objects which block his path, whilst Asterix is small enough to squeeze through tiny gaps and tunnels. Magic potions are also scattered throughout each level, and allow our heroes to fly, bomb things, conceal themselves in a magical thorn bush, or float (which is not unlike flying).

Each level requires some exploration, and there are loads of secret rooms and hidden bonuses. The only real flaw is that nearly all the challenge comes from avoiding hazards and getting past obstacles - there are very few enemies along the way. It really would have been nice if there were some more life forms around to brighten the place up a little.

At the end of the day, Asterix doesn't break any new ground at all. If you've ever played a platform game of any description you'll know what to expect. It's a little more involved than the current crop of Sonic-type games, but it's less exciting. If you're in the market for another runny-jumpy game, Asterix could be of interest to you, but otherwise it's nothing to get in too much of a lather about.

Here we see Asterix, in a candid shot, floating in the air, wagging his arms about. This is just one of the magic powers Asterix is able to utilise should he be in possession of the correct potion.



Now where did I leave that pesky semi-quaver? I know it's around here somewhere.

80

## Presentation:

A nice title screen and attract sequence, plus a few options.

78

## Graphics:

Quite nice sprites, nice use of colour, and nicely drawn backdrops.

76

## Sound:

Nice jolly tunes which don't grate after five seconds like you'd expect. The bouncy effects are nice, too.

01

## Originality:

A vacuum as far as ground breaking innovation goes and no mistake.

74

## Playability:

Lots to do, a bit of depth, interesting level layouts. Just generally nice.

81

## Challenge:

Nicely set, you do tend to get a bit further with every go, and you're never stuck for too long at any one point.

70

## Lastability:

If you don't mind the absolute absence of new ideas and you like platforming, this should last a while. Which is quite nice.

## OVERALL:

A nice game in every way. Not great, not fabulous, just nice.

72



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## REVIEW



CD

EA

PRICE:  
£44.99RELEASE:  
AUG/SEPTSTYLE:  
SPORTSPLAYERS:  
1-4CONTROL:  
JOYPADCONTINUES:  
PASSWORD

# FIFA INTERNATIONAL SOCCER

## CHAMPIONSHIP EDITION

**H**ey ho, another month, another three soccer games. What's so great about football, eh? Why don't other sports get this sort of treatment? I mean, I bet you can't remember a time when there were three curling games out in the same month. Or how about darts? No, it's just football, football, football. Football.

Anyway, it's not that bad this time, because it's Electronic Art's FIFA Soccer, which is one of the best games of its type to hit any console ever. FIFA gained its formidable popularity through a combination of ace gameplay and some originality. The standard overhead view pitch was twisted through forty-five degrees, so it runs diagonally up the screen, making it easier to judge the angle of passes and shots. Because this angle may take a little getting used to, FIFA also features two different control methods. The first is the method used for every other soccer game going – the D-button on the joypad moves your player in the direction pressed, so if you want to move upfield it's necessary to press a diagonal. The other control system twists the directions on the joypad through forty-five degrees to match the pitch, so the player need only press the up direction on the joypad, which provides much finer control over your team members. It's usually best to start off with the easy controls until you're used to the game, and then move on to the more expert-oriented system.

Of course, all of this gubbins was contained in the original FIFA on cartridge, so what advantages has the conversion to CD brought to the game? Well for starters, there are over 150 digitised FMV clips to watch, which are replayed at the end of every match as highlights, with the goals closest to the ones you scored during the match being run on a pretend giant video screen in the pretend stadium. The FMV is actually pretty impressive – EA could easily have got away with quarter-screen sequences, but each clip is actually shown at full-screen size.

Other than this, and a slight upgrading of the difficulty level thanks to more professional computer keepers, the song remains pretty much the same. There are apparently eight hidden play modes, including a five-a-side tourney and so on, but they're hidden. There are also sixteen new teams, but that's not exactly going to send you cock-a-hoop with excitement. This would all be fine and hunky-dory if only for one thing – the disc access time. Mega-CD owners will know how annoying it is waiting for games to load sometimes, but FIFA takes it a bit far. For example, not only to you have to wait for each match to boot up, you have to wait TWICE during half-time for the second half to boot up! This is irritating to say the least, despite the quite nice graphics displayed whilst you're waiting. If you've already got FIFA on cart, there isn't enough here to justify purchasing it all over again on CD, and if you haven't got it on cartridge yet, perhaps you ought to consider buying that over the disc version.

SEGA

Loading . . . Please wait!



## COMMENT

BRAD  
AUTOMATIC

FIFA Soccer is definitely one of the best of the current horde of soccer games to hit the

market. Whilst it's not the fastest game going, it's certainly the most realistic simulation of the sport. However, ace though FIFA may be, it seems a bit strange to see FIFA launched on the Mega-CD with few discernible differences. Whilst the eight hidden play modes they speak of may be a laugh, what was the blimming point in hiding them? It strikes me as a good idea to make a CD update as different from the cart version as possible, so some people may buy the game twice. Sadly, this hasn't happened with FIFA. If you've got the cart, don't bother.

## COMMENT

TOM  
GUISE

I'm, a pretty big fan of FIFA Soccer, so I was quite looking forward to seeing what EA

would make of the CD version. Unfortunately, the results really could have been much better. There isn't much difference between this and the cartridge version, apart from a slightly harder difficulty level. It was unlikely they'd produce a game which FIFA cartridge owners would want to buy in addition to their original copy, but something which would have made Mega CD owners feel smug and superior would have been welcome. Sadly, whilst FIFA CD is still very playable indeed, it doesn't do anything new. Something of a disappointment, this.



# NAL FIFA



▲ There are a number of these show-off moves programmed into the game for if you want to look swank.



▲ Nothing much going on here. I think he may kick the ball soon.



▲ This rather lovely looking sequence is part of the attractive FMV intro.



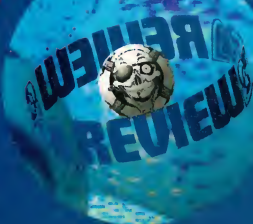
▲ Kicking the ball about is an integral part of football playing. Here we see a player kicking the ball in a flamboyant way.



▲ Play is held up whilst an Italian player gives birth.



▲ Blimey - what an ace save.



## Presentation:

94

Superb. Loads of options and FMV sequences and then there's all the clips they show after the match and...oooo!

## Graphics:

89

The sprites are very detailed and well animated, but whilst the stadium graphics are professionally produced, they get a little samey.

## Sound:

90

Excellent sampled crowd noises add a lot of atmosphere to the game, although the effects are a little disappointing.

## Originality:

15

It's football, and it's FIFA. Not as ground breaking as when it first appeared.

## Playability:

92

Not too pacey, but there's a lot of strategy, loads of moves and generally all-round topness.

## Challenge:

91

The goalies have been toughened up a little, and it couldn't be said that FIFA was an overly easy game in the first place.

## Lastability:

91

If you like football, this'll last ages, especially with up to four human players on at once.

## OVERALL:

An excellent game, but not sufficiently different from the cartridge version to make much impact.

87



## REVIEW



16 MEG

BY:  
SEGAPRICE:  
£49.99RELEASE:  
SEPTSTYLE:  
RPGPLAYERS:  
1CONTROL:  
JOYPADCONTINUES:  
BATTERY

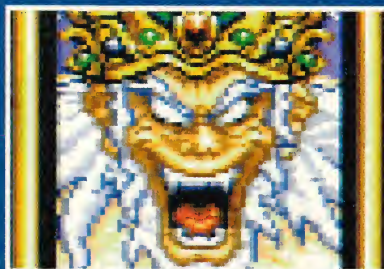
**I**t's been over a year since Sega released Shining Force upon an unsuspecting public. Not a vast number of copies found their way onto the shelves, and those that did were snapped up. Since then, strategy-starved Megadrive owners have had precious few offerings. Nonetheless, those of us with impeccable taste have waited eagerly for the sequel and, at long last, here it is.

Shining Force II brings all the features of its predecessor to a brand-new thrilling adventure. As with most RPGs, a fair part of the game is taken up exploring strange new towns and dungeons, picking up clues and items in order to progress further into the adventure. However, the trademark of the Shining Force series is recruiting people into the Shining Force itself, building up a formidable fighting force to take on the hordes of enemy troops you meet throughout the game.

As with the original Shining Force, all the action comes from the epic combat scenes. Although the outcome of each round is calculated by the computer, the actual fun is moving your team around strategically and watching the dramatic fight scenes take place.

Apart from the new plot, there's really no difference between Shining Force II and its predecessor, of course bearing in mind the game is vastly bigger. It has the same simple graphics, a new, but equally atmospheric soundtrack, a user-friendly control system and the same playable feel. What more could you ask for? Lastability perhaps? Well you've got that too, because the sheer size will guarantee months of playability.

Shining Force II is neither better or worse than its predecessor, it's simply just as good. Whether or not you've got the first game, this is an essential purchase, so go out and buy it. It's about time these games got the recognition they deserve.



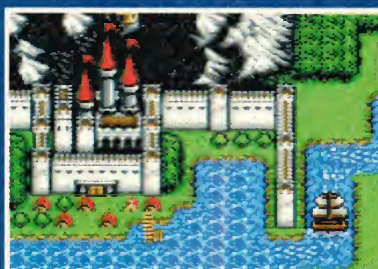
▲ Uh oh! Possessed by a evil spirit, the King of Galam has opened a gateway to the World of Evil!



▲ Avoiding the crumbling floor, the Shining Force race to the ship where all the townsfolk are waiting to evacuate.



▲ Grabbing the fair Princess Elis he intends to enter the dark realm. Our hero tries to stop them, but it's no use. They are gone.



▲ With not a moment to lose, they set sail, heading down stream. As they look back at the fair city of Granseal, a terrifying roar sounds.



▲ Suddenly a earthquake strikes. Racing from the palace, our heroes are halted as huge chasms open up beneath their feet.



▲ And the city plunges into the bowels of the Earth, leaving only the Ancient Tower which seems to point right to the pits of Hell!



▲ The giant Kraken lets loose with a sort of ear-wax attack. Not pleasant.



▲ An evil dwarf, one of the many minions of the dark forces.





▲ She may look pretty revolting, but this old dear isn't so bad. She appears at the beginning of each game and shows you the saved positions. She also reeks of wee.



▲ Medical herbs for only 10 scronks? Now that's what I call value for money.

**COMMENT**



**RADION  
AUTOMATIC**

The original Shining Force still ranks as one of the best console RPGs ever made, so it's good to see the team haven't changed too much of the basic game formula. Shining Force 2 takes the game engine of the original and adapts it to a whole new collection of plot lines, and throws in a completely brand spanking new set of characters, each with their own special abilities (except Jippo the Thief - he's crap). As the plot unravels the game becomes more and more absorbing, and it's easy to spend two or three hours just plugging away just to see what happens next. If you fancy a change of pace from the usual platformers and shoot 'em ups, this comes highly recommended, and if you're a fan of the first Shining Force this is an absolute dead cert must-have type thing.

**COMMENT**



**TOM  
GUISE**

I was completely hooked on the first Shining Force game. It had so many different elements that made it addictive and thankfully these qualities are all present in the sequel. Recruiting new characters, seeing them develop as the game progresses, taking part in the huge atmospheric battles and watching the plot unfold, it's all gripping stuff. What's more, the Shining Force series portrays a great deal of emotion rarely seen in a Megadrive game, from the humorous banter of your team to sadness when a character dies. Shining Force II doesn't add any new features to the format of its predecessor, but it does have an all-new plot and that's exactly what you play the game for. If you've never played the original Shining Force, either of these games come equally recommended. If, like me though, you're a fan of the first game, this is the sequel you've been waiting for.



My father said...  
TOMMY G is nice boy  
for me to marry someday!

▲ Her father, of course, has terminal brain worms. Poor fellow.



▲ Rad Automatic hits the dance floor with his sensational trademark gangle-man dance.

**REVIEW**

**Presentation:**

**90**

A lengthy intro sets the scene with sections of plot development interspersing the game. Ace!

**Graphics:**

**88**

The main graphics are simple, but very effective. The combat scenes are smart and the many character portraits are top-notch.

**Sound:**

**90**

A whole range of different tunes to match every scene. Plenty of blistering spot-effects too.

**Originality:**

**30**

It's identical to the first Shining Force game except for the plot. So, it's not very original.

**Playability:**

**92**

Easy-to-use icons and idiot-proof controls. Great fun and very playable.

**Challenge:**

**93**

The scale of each battle increases throughout the game, matching even the hardest Shining Force. A perfect difficulty curve.

**Lastability:**

**93**

The game is just massive! This one will take you months to complete.

**OVERALL:**

Just brilliant! Shining Force II is a game you've just got to have!

**92**



## MEGA DRIVE

## MARKO'S MAGIC FOOTBALL

SYSTEM: MEGADRIVE

BY DOMARK

Although the Megadrive isn't exactly crying out for more platform titles, there's always room for a release with loads of originality. On the surface, Marko seems to be a little different than the hordes of dull platformers, with a great storyline and some brilliant initial animation. However, after playing through a couple of levels, you'll soon realise that this is incredibly average, with little in the way of inspiration or originality.

Marko's only weapon is his trusty football, which can be used to fling about at his enemies, in a number of different ways. This is all very well until you realise that the best way to destroy foes is to trundle along through the levels, never letting the ball leave Marko's foot – which kind of defeats the point really. Also, all the levels are basically the same, the enemies hardly ever change and there really is very little in the way of excitement (there's no end-of-level bosses, no continues and no save option either). This is just way too average and once it's completed, there's very little reason to return.

FIRST ENCOUNTER: SEPTEMBER 1993

**LONG-TERM COMMENTS:** The graphics and animation may look good, but overall an altogether dull and uninspiring release.

**OVERALL: 58%**

• Sadly, Marko lost his Magic Football whilst out playing in the street one day. The end.

## JUNGLE BOOK

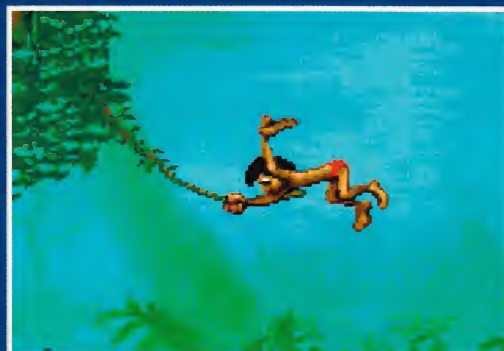
If you've seen the film version of the Jungle Book (and let's face it, who hasn't) you should be pleasantly surprised at the visuals on offer in the Megadrive version. Throughout the levels, the graphics remain of top-notch quality, and all the characters remain true to their Disney counterparts. So is the gameplay all rather cosy too? Well, yes and no. While the adventure is fun to play, there's no doubt that it's far too easy, and although there are some bonus levels to discover, there's not much on offer to boost the game's lastability. Unfortunately, it's also more than a little similar to Virgin's previous platform offering, Aladdin, which again was gorgeous to look at, but was also criticised for its shallow gameplay. There's no doubt that platform fans will love this adventure, and as a Disney conversion goes, this is one of the best. However, it will be completed very quickly and doesn't really make any progress on Aladdin, or Cool Spot come to think of it.

FIRST ENCOUNTER: DECEMBER 1993

**LONG-TERM COMMENTS:** The graphics rate as some of the best ever seen on the Megadrive, but unfortunately, the gameplay isn't quite in the same league. Not much long-term lastability.

**OVERALL: 84%**

• Tom G surveys a tempting array of fruits, like he does every weekend.



• It's a well known fact that Tommy G, pictured here, swings both ways.





"You call those purple trousers? Look, mine are a lovely shade of violet!" "Grr, Hulk smash puny tidy kecks man!"



The Hulk flies into a sudden rage as he realises how bad his game is.

## THE INCREDIBLE HULK

SYSTEM: MEGADRIIVE

BY: VIRGIN

You'd think that with such a huge reputation as one of the biggest superheroes of all time, it would be easy to produce a Hulk game of the same high calibre as the comic offerings. Unfortunately, to our dismay, the resulting adventure is perhaps one of the most bland platform beat 'em ups on offer. Although Hulk is perfectly capable of punching the living daylight out of any available enemy, they all need to be hit several times before disappearing, and if Hulk is hit more than a few times, he turns back into Bruce Banner, where he promptly dies. This kind of stop-start action soon becomes very annoying and although the developers claim that there are many puzzle solving elements hidden in the game, in reality there are hardly any. In all, this is a very disappointing release, both as a platformer and a representation of the mighty green one.

FIRST ENCOUNTER: JANUARY

LONG-TERM COMMENTS: A poorly programmed platformer that is both frustrating and mind-bag-glingly shallow. Stay away, if at all possible.

OVERALL: 50%

## CHAOS ENGINE

SYSTEM: MEGADRIIVE

BY: MICROPROSE

At first glance, it may seem that the Chaos Engine is little more than a Gauntlet rip off, as it's an eight-way scrolling blaster, full of mazes and grotesque looking baddies. However, although it's similar in genre, this has much more playability and there's more depth too. In addition, each of the four characters on offer has different abilities, and for a change, they actually make a difference in the gameplay. On the down side, the scrolling is pretty diabolical, but if you can learn to ignore it, you'll find that the gameplay will shine through, especially in two player mode.

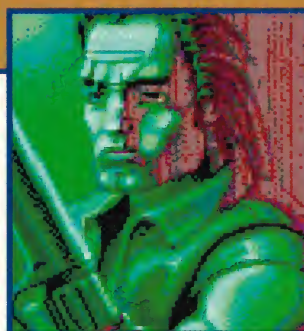
FIRST ENCOUNTER: FEBRUARY

LONG-TERM COMMENTS: After a couple of months you'll still be playing it, as well as being huge, it's pretty difficult too.

OVERALL: 80%



The final games of the World Marbles Challenge were placed under tight security.



# OUT NOW



## MEGA-CD

# WONZ

## SHADOW OF THE BEAST 2

SYSTEM: MEGA-CD

BY: PSYGNOSIS

Beast originally appeared on the Megadrive many moons ago, and although it wasn't exactly what you'd call a major hit, it did enjoy minor success with adventure/puzzle fans. Fair enough, you may think. Unfortunately, Beast 2 follows almost exactly the same lines, with most of the adventure based around tramping after enemies, slaying them, then collecting potions. While this may have been okay for a four-year old Megadrive game, it's certainly not what you'd expect to see on the Mega-CD. The disk accessing time is appallingly slow, and with the majority of action based around speeches by certain characters, you spend a lot of time just waiting around for the disk to catch up with you. It's impossible to skip these bits, so what you're left with is a largely unplayable and hugely annoying adventure.

FIRST ENCOUNTER: MAY

LONG-TERM COMMENTS: We didn't like this much when we first saw it, and to be frank, it hasn't grown on us since. Too slow, too boring and too dated.

OVERALL: 51%



• Ha, now I'll just sneak this "Kick Me" sign onto his back without him ever knowing!



• Ahaha! Feel the wrath of my giant tadpole!

## SENSIBLE SOCCER

SYSTEM: MEGA-CD

BY: PSYGNOSIS

Now, this is more like it. Sensi is possibly the world's most successful footie sim, and after playing it for a while, it's easy to see why. The controls are instinctive, the action is fast and there are literally millions of gameplay options too. And although this is an almost straight conversion from the recent Megadrive release, this comes with a boosted challenge rating, some true-to-life crowd noises and an extra FMV intro. Of course, this doesn't make an awful lot of difference to the game, but all the extra bits and pieces do make for an all-round polished product.

If you haven't already bought Sensi, and you own a Mega-CD, then this is the version you should be looking for. The disk accessing time may be a little annoying on the crowd noises, but at £39.99, it's possibly the best value for money title available on the Mega-CD to date.

FIRST ENCOUNTER: JANUARY

LONG-TERM COMMENTS: This has masses of playability and even more lastability. A top-notch title that deserves pride of place in any footie fan's collection.

OVERALL: 90%

## DOUBLE SWITCH

SYSTEM: MEGA-CD

BY: SEGA



If you've ever played Night Trap, you should be more than familiar with the adventure on offer here. As super-vigilante extraordinaire, it's your job to protect the tenants of the

Edward Arms from copious amount of undesirables, by setting off various traps placed around the building. As in Night Trap, the game uses FMV (with a much larger play area) and real actors – and there's even a few famous faces in there too. However, this adventure is far more slick, with a faster accessing time, many more gameplay elements and a brilliantly tense atmosphere.

Games such as these have often been criticised for their linear nature, but Double Switch is definitely one of the better titles on offer. Admittedly, there's not much reason to return to the game once it's been completed, but at least it uses the potential of the Mega-CD and it's great fun while it lasts.

FIRST ENCOUNTER: JANUARY

LONG-TERM COMMENTS: Once completed, it loses much of its appeal, but it's still the one of the most impressive titles on the Mega-CD

OVERALL: 80%



# Master System



## DROPZONE

**SYSTEM: MASTER SYSTEM/GAME GEAR**

**BY: CODEMASTERS**

Converted from an ancient C64 blaster, Dropzone is something of a modern classic. Okay, so it's ten years on and the game hasn't actually changed very much but there's something to be said for the simplicity of this Defender clone. So, what do you have to do? Well, blast away the aliens, rescue the scientists, then drop them into a nearby safe zone. And that's about it really. However, the action gets much faster as you progress through the levels and although the graphics don't change very much, there's an incredible amount of atmosphere present. With such gratifying blasting satisfaction, this is instantly addictive, making it a perfect purchase for the Game Gear.

**FIRST ENCOUNTER:** Ooah, ages and ages ago.

**LONG-TERM COMMENTS:** It doesn't matter how quickly you complete this, you'll always come back for more. A classic title.

**OVERALL: 85%**

## BATTLETOADS: BATTLE MANIACS

**SYSTEM: MASTER SYSTEM**

**BY: VIRGIN**

Battletoads has been released on just about every console format possible, and on most of them, it's been highly successful. Although not much to look at, the game managed to find popularity with a niche market, and with its mixture of gameplay styles, proved to be a fairly complex title. However, it hasn't transferred to the Master System at all well, and although most of the different gameplay styles remain, the controls are so slidey that playing the game is very difficult indeed. The graphics are also fairly poor, and with such slow scrolling on the beat 'em up parts, this soon becomes incredibly irritating.

**FIRST ENCOUNTER:** APRIL

**LONG-TERM COMMENTS:** Has plenty of variety and original ideas, but is completely ruined by the poor controls and slow scrolling.

**OVERALL: 45%**

## ECCO

**SYSTEM: MASTER SYSTEM**

**BY: SEGA**

Ecco. Aaah. Don't you just love him? After a brilliant debut on the Megadrive and an equally stunning release on the Mega-CD, Ecco has become something of a "darling" in computer game circles. Even the handheld version managed to reproduce the original feel of the game, which is why it's good news that this has finally been converted to the Master System. ALL of the original Megadrive levels have been included, and apart from a few rough edges, it's fairly faithful in the graphics department too. The puzzle-style challenges will keep you going for absolutely ages and if they become a bit frustrating, there's always those lovely ambient graphics to drool over too. This is one of the most polished products available on the Master System and should appeal to most MS owners, regardless of favourite game genres.

**FIRST ENCOUNTER:** APRIL

**LONG-TERM COMMENTS:** One of the best Master System games available, not only in terms of graphics and playability but in lastability too.

**OVERALL: 92%**

## OUT ON RENTAL

\*\*\* Magnum  
\*\*\* Tangle Twister  
\* Strawberry Split  
\* Orange Sparkler

### SONIC 3

**BY: SEGA**  
If you haven't already succumbed to the Sonic hype, then this rental release could be the perfect opportunity to expand your horizons. This third episode in the Hedgehog saga builds on the previous two outings and the result is perhaps the best platformer EVER! The graphics are absolutely stunning, the levels are huge and the pace is totally frenetic. In addition, there are absolutely hundreds of power ups and bonuses to find, adding to the game's lastability. Unfortunately, just running through the levels is a little easy, (more advanced players will probably complete it within an evening) but that makes it the perfect rental choice for one or two evenings' play. \*\*\*

### VIRTUA RACING

**SYSTEM: MEGADRIVE**  
**BY: SEGA**  
Converted from the hugely successful arcade game, the

Megadrive version of Virtua Racing is less detailed (obviously) than the original, but every bit as playable. Utilising Sega's new SVP chip, it's easily the fastest driving game on the format, and considering it's on a home console, the attention paid to detail is astounding. A wicked two-player mode is another welcome addition, and with three different tracks (plus a secret mirror mode) this has something for gameplayers of all abilities. A phenomenal £69.99 price point prevented many fans from buying it, so checking it out on rental first is a brilliant idea. \*\*\*

### ALADDIN

**SYSTEM: MEGADRIVE**  
**BY: SEGA**



Originally released late in 1993, Aladdin astounded programmers and reviewers alike with its slick animation and film-true graphics. In fact, it's even won a few awards, it was that good. However, the graphics were SO good, that many reviewers ignored the fact that the gameplay was rather shallow indeed. Yup, this is your average platformer, dressed up in its best weekend clothes, from start to

finish, with little in the way of original ideas or thrilling gameplay. While this is okay for one evening's play, if you'd just shelled out £40 for it, you might feel slightly peeved - especially as it's so incredibly easy. \*\*

**RYAN GIGGS' SOCCER**  
**SYSTEM: MEGADRIVE**  
**BY: ACCLAIM**



Oh dear. Recently, there have been hundreds of soccer games unleashed onto an already saturated market, and this really does rank amongst the truly appalling. Why Ryan Gigg's has blessed it with his god-like signature is beyond us. Everything about it stinks, from the fairly awful graphics to the shallow, rigid gameplay. There's hardly any in-game options at all, and controlling your players is like some kind of bad joke. In fact, its novelty value will probably make you guffaw maniacally for a while, (until you realise that you've actually paid money to witness the atrocity, that is). In comparison to the cream of foalie sims such as Sensi and FIFA, this is very weak indeed. Don't be fooled by the ace TV ads - avoid it if at all possible. \*

## OUT NOW ARCADE

### JURASSIC PARK - THE ARCADE GAME

**BY: SEGA**

Looking not unlike the Rail Case cabinet, this is the official arcade conversion of the biggest film of all time. Of course, graphically, it has an awful lot to live up to, and it almost does. However, whilst the backdrops have been impressively rendered to look ultra-realistic, the dinosaurs are drawn in a more traditional, cartoony style. They do look impressive, but there are times when what should be a scary dino looks a bit flat and absurd - the Raptors and Pterodactyls are particularly bad. The other real problem lies with the control system. With a game such as this - guiding a gun sight around the screen shooting everything - you'd expect, say, a gun mounted on the cabinet. But no, you get a joystick. It's worth giving JP a single go just to have a look - the Gallimimus stampede is particularly ace - but it's certainly not worth more than a couple of credits.

pede is particularly ace - but it's certainly not worth more than a couple of credits.

### VIRTUA FORMULA

**BY: SEGA**

Not, as you may think, a brand new polygon-esque arcade treat, more a majorly souped-up version of Virtua Racing. Featuring four deluxe linked hydraulic machines with huge monitors like you would not believe, an all-new and rather incredible attract sequence rolling across all the screens and mega powerful speakers, this is truly the Ford Capri of arcade racing games. The huge monitor is a real boon to the game, adding a lot of extra depth. The other realism-booster has to be the hydraulic seat which chucks you around the vehicle according to the severity of your cornering and the speed at which you are travelling. The game itself is unchanged, but the enjoyment of the ride is greatly enhanced, especially if you're racing against three of your mates. Well worth the cash and no mistake, guv'nar.

### DAYTONA USA TWIN

**BY: SEGA**

Waawee, now this really is the Rolls

Royce of the arcade world. Featuring Sega's technologically groundbreaking CG Model Two board, it brings all the



thrills and spills of NASCAR racing to life, with what are easily the most incredible graphics ever seen. Texture-mapped polygons make the game look startlingly real with painted cars, crowd-filled stadiums and massive cliff walls complete with a huge Sonic the Hedgehog carved into the rocky face. Featuring all the playability of Virtua Racing complete with the trademark four viewpoints, Daytona is far faster and much more exciting as you smash cars about, causing all manner of bottle damage to your vehicle. Couple this with the slidown cabinet, huge monitor and same ear-splitting sound effects, and what you have is THE most essential arcade experience going. Game on!





# NEXT MONTH

## THE SECRET OF IMMORTALITY

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Comprehensive CES show report, including first Saturn pictures. Previews spectacular, including Streets of Rage 3, Sub-Terrania, Mega Race, Battlecorps, Soul Star... and more! Reviewed: Ground Zero, Texas, Double Switch, Skitchin' and plenty more besides!  
Interview with Lead Sonic Games Designer!



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Virtua Racing! Review and 12-page feature with course breakdown and programmer interviews! Stunning Saturn: Sega release official shots. Jimmy White Snooker exclusive! Reviews include The Chaos Engine, Sub-Terrania, Game Gear NBA Jam. Treasure feature: secret games (that still aren't out!) revealed!



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Megadrive 32! 32-bit upgrade announced - we interview Sega's European Product Director for the WHOLE story. Streets of Rage 3: incredible feature and review. Sonic merchandise round-up. Daytona coin-op revealed!  
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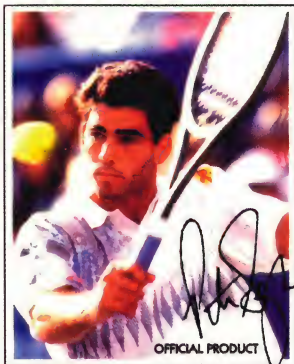
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